

PASSCHENDAELE

10

May 18, 1979.

This is PASSCHENDAELE#10, a regular postal dippy magazine edited, typed, proof-read, produced, stapled, collated, addressed and mailed by Joseph Gilles Jean-Francois-Xavier Querrier (and I hope I just impressed you by my name!), 2005 Thompson Residence, University of Ottawa, Ottawa, Ont. K1N 9A7. PASSCHENDAELE, although it is specialized in ~~realpolitik~~ Diplomacy (a game invented by Al Calhameer owned by Avalon-Hill Co., marketed by House of Games Ltd. in Canada, and first GMed postally by John Boardman), will talk about anything I can understand. Don't tax my poor brain by sending too complicated material...

I am the GM for all games in Antwerp (PASSCHENDAELE's sub-zine) and herein. This includes 1976A, 1976CX, 1977AB, 1977AZ, 1977AT, 1978Q, 1978R, 1978S, 1979AC, the All-GM game that started last issue, and the Foreknowledge Variants... The deadline for all games is: June 28, 1979.

A sub to PASSCHENDAELE can be had for 33¢/issue + 1¢/page over 10 pages (when the zine has over 10 pages), - 2¢/page when the zine has less than 8 pages... PASSCHENDAELE is given to subscribers at Christmas and Easter. (Generally corresponding to December and April respectively, which also corresponds to the end of my University exams--that's why I give it then--I'm usually so relieved that I feel like pleasing someone, who in turn is not necessarily pleased by seeing this crap in his mail box so often, but then I try!)

Subscribers are invited to submit articles (not tirades) as I pay: \$1.00/page for Dip-related articles, \$0.75/page for humour-related articles, and \$0.50/page for other articles. Articles are submitted each month to my ~~paternalistic~~ censorship, which can result in delays, outright rejection, or return of the article to the author for improvement or modifications. Oh yes...the best press writer gets \$0.50 credit each month. But I reserve the right to say that all the press releases of the month aren't good enough for the prize...that's what happens, usually...in the past 9 months, only one prize has been awarded--that's due to the fact that I want good press (ie. which makes me laugh again and again...) in my zine.

Gamefees are \$1.50/game. Standbys who complete their position get \$1.50 credit to PASSCHENDAELE.

Headlines...

1. There aren't very many headlines this...
2. Why did I say that?
3. You all know by now that, after a small PASSCHENDAELE#8, a connect-the-loose-ends PASSCHENDAELE#9, this is a super-issue. You all know why: I'm celebrating the tenth issue of PASSCHENDAELE. Isn't it beautiful?
4. Eylay and Friedland are still stagnating. Bruce Schneier has signed up officially for Eylay, which may start next month, if everybody would make-up their minds...c'mon players, it's only \$1.50 and my GMing isn't that bad!

5. I'm pissed-off...I hope you all had a good time telling me the fake PASSCHENDALE#8 was well-done and that you couldn't tell the diff! ... (attempt to keep a straight face...and...suddenly?) Baaaaaaa! hu, hu, baaaaaa! (snif, sniff)...oooh...how to depress a GM! (To take over one of Randolph Smyth's favourite expressions...) Whaaat? Couldn't you find ANYTHING fishy when you saw about half a dozen adjudication errors per game? Couldn't you tell the diff between that and my GMing? (Don't say no, don't say no!) You found it perfectly natural that I would give 1.5/5 to FOL SI FIE, and low rankings to the other zines mentioned? Ooooooh...baaaaaa! Baaaaaa!

6. The standbys' list and the standbys called this issue will be listed at the end of the games, hopefully, if I don't forget...by the by, I don't intend to delay ANY game even if there was a fake last month. But this is typed only on May 16, so my opinion may change in two days, and I may decide to be lenient for some other games than 1976GX, 1978Q, and 1978R. (which were delayed last month...they definitely won't be delayed this issue.)

On to the show...

DATA! Thethausaurus Presses presents:

PASSCHENDALE's Mailing List.

I print one of these notices once every 5 months...

1. Robert Acheson, c/o Echo Bay Mines, Port Radium, NWC, XOE OXO.
2. Dennis and Bernadette Agosta, 14 Shadyside Ave., Dumont, NJ07628, USA.
3. Trevor Baillie, 5410 Garland Pl., Montreal, PQ. H3X 1E+.
4. Konrad Baumeister, 11416 Parkview Lane, Helen Corners, WI53130, USA.
5. Tim Benes, 417 S Stough St., Hinsdale, IL60521, USA.
6. Mark L. Borch, 492 Naylor Pl., Alexandria, VA22304, USA.
7. Bob Bearisley, 17 Moryan Rd., Edison, NJ08817, USA.
8. Steve Barrigan, 1208 Albany Dr., Ottawa, Ont. K2G 2L+.
9. Francis Bido, Square Salvador Allende 12, B4200, Ougrée, Belgique.
10. Walter M. Blank, PO Box 8+, Ontario, WI54651, USA.
11. Thom Burnett, 341 Baynes, Buffalo, NY14213, USA.
12. Franco Canz, 209 Silverthorn Ave., Toronto, Ont. M6W 3K2.
13. James Clarke, 1609 Chappell, Windsor, Ont. K9L 3E5.
14. Steve Colombo, 179 Marlborough Rd., Thunder Bay, Ont. T7B 4G6.
15. Raymond Couture, 2185 Hogan St., Montreal, PQ. H2A 2S9.
16. Blair M. Cusack, 1620-42nd St. SW, Calgary, Alta. T3C 1Z5.
17. Larry M. Pond, PO Box 11090, Oakland, CA94611, USA.
18. Shelley Foster, 6537-180 St., Edmonton, Alta. T5T 2A3.
19. Robert I. Francis, 11 Forest St., Danvers, Mass. 01923, USA.
20. Chris George, RR#2, Elora, Ont. N0B 1S0.
21. Curtis L. Gibson, 176 Lexington Ave., NYC, NY10016, USA.
22. Laurence Gillespie, 23 Allen Dr., Halifax, NS. B3M 3G9.
23. Frank Haika, 553 Woodpark Blvd., Calgary, Alta. T2W 3L7.
24. David Hansen, 6312-92 Ave., Edmonton, Alta. T6B 0S5.
25. Doug Bayward, Box 291, Huntsville, Ont. P0A 2K0.
26. Barry C. Hichey, Apt. 3, 679A St. Clair Ave. W., Toronto, Ont. M6G 1A7.
27. Steve P. Hueston, 1018 So. 242nd St., Kent, WA98031, USA.
28. Richard Jarvinen, 2404 Sunset Ave., West Linn, OR97068, USA.
29. Jan M. Jensen, Box 875, Sydney, Nova Scotia, B1P 6J1.
30. Brian Johnston, Box 529, Huntsville, Ont. P0A 2K0.
31. Jerry and Pat Jones, 1354 Wagner St., Pasadena, CA91107, USA.

32. Philip Jurgens, 3590 Revelstoke Dr., Ottawa, Ont. K1V 7C1.
33. Ron Kelly, 6038 Richmond Highway, Apt. 314, Alexandria, VA22303, USA.
34. John Kelley, PO Box 216, Klickitat, WA98628, USA.
35. Ron Killeen, Leonard Hall, Rm 324, Queen's University, Kingston, Ont.
36. Tom Kissner, c/o Mme Jeanne D'Arc Rhéaume, 1955 Boul. Henri Bourassa, Québec, PQ. G1J 3W9.
37. Eric Kirchner, 9036A McConnell St., Laughlin AFB, TX73840, USA.
38. Oded Klinger, 63 Harrow Rd., Hampstead, PQ. H3X 3W3.
39. Pierre LaBrèche Jr., 7000 Lamont#1, Montréal, PQ. H4E 2T9.
40. John Lipscomb, 1201 Osler St., Saskatoon, Saskatchewan, S7N 0T8.
41. Bill LaFosse, 2 Swift Dr., #304, Toronto, Ont. M4A 2A2.
42. Michel Liesnard, Avenue de Tervueren, 415, 1150 Bruxelles, Belgium.
43. Andy Lischett, 3025 N Daulin Ct., Chicago, IL60618, USA.
44. Dan MacLellan, c/o Expert Tool, 11617-147th St., Edmonton, Alta. T6E 1W6.
45. John Michalski, Rt 10 Box 526Q, Moore, OK73165, USA.
46. Ralph L. Morton, 173 Irving Ave., Ottawa, Ont. K1Y 1Z6.
47. John Leeder, 2202 Broadview Rd., NW, Calgary, Alta. T2N 3H8.
48. Shaun Naus, 1011 Barrett Ave., Chula Vista, CA92011, USA.
49. Roy Norton, 35 Roslyn Ave., Ottawa, Ont. K1S 4W2.
50. Cecil Nurse, 115 Hinsdale Ave. W., Toronto, Ont. M6N 3K2.
51. Glyn Palmer, 1, Derby Road, Hinckley, Leicestershire, Britain.
52. Robert Paquin, 8385 Mauriac, St. Léonard, PQ. H1P 2N4.
53. Hugh H. Polley, 8801-93 St. Bsm't, Edmonton, Alta. T6C 3T2.
54. Julian Presber, c/o Client's Letter Service, American Express International Inc., 4000 Dusseldorf, Heinrich Heine Allee 14, Western Germany.
55. Roland Prévost, 16 rue Descombes, 76017 Paris, France.
56. Craig A. Reges, 1501 Higgins Hall, Western Illinois University, Macomb, IL61455, USA.
57. Allan Rowland, College Station, PO Box 2173, Easton, PA18042, USA.
58. Ben Schilling, Apt. 315, 24730 Roosevelt Ct., Farmington Hills, MI48018, USA.
59. Bruce Schneier, 455 East 17 Street, Brooklyn, NY11226, USA.
60. Bob Sergeant, 3242 Lupine Dr., Indianapolis, IN46224, USA.
61. Michael Smolin, 868 Russet Dr., Sunnyvale, CA94087, USA.
62. Randolph Smyth, Apt. 314, 275-3rd St. SE, Medicine Hat, Alta. T1A 0G4.
63. David Steele, 65 Grosvenor St. So., Box#855, Southampton, Ont. NOH 2L0.
64. Tony Watson, 201 Minnesota St., Las Vegas, Nevada 89107, USA.
65. Cal White, 1 Turnberry Ave., Toronto, Ont. M6N 1P6.

Hummm...3 lost (sob)...and 22 gained!!! (I think this is a precedent in Canada, except perhaps for RUNESTONE...) (Indeed...27 new subbers in only 5 months!) If this is, as Randolph just said, an indication of the quality of a zine, then PASSCHENDAELE is just plain excellent.

However, there are as many as thirteen persons with a doubtful status (of which seven already owe me money): 1e. I haven't heard of them for a while and their credit is at it's upmost limit...so PASSCHENDAELE#15's sub list could actually be smaller than that of PASSCHENDAELE #10! I doubt it, though...is it POSSIBLE???

Actually, and quite frankly, my objective in terms of number of subscribers for PASSCHENDAELE#15 is 80. Thanks to all for their support until now.

Division of subscribers: USA--26 subscribers=31% (up from 29% in P#5)

Europe-- 4 subscribers=7% (up from 0%)

CANADA: Ontario--17 subscribers=21% (down 18%)

Alberta-- 8 subscribers=10.5% (down 1% from P#5)

Quebec-- 5 subscribers=8% (down 4% from P#5)

Maritimes--2 subscribers=3.0%

Saskatchewan--1 subscriber=1.5%

Manitoba--1 subscriber=1.4%
 B.C. and N.W.T.--1 subscriber=1.5%

Ah well...something doesn't work out mathematically up there. First of all, the total adds up to 95%, and secondly there seems to be a decrease (in percentage) everywhere, which more than offsets the increase (in percentage) of the Yanks...oh well...I guess I'm not too good at mathematics...

The thing to retain is that this list supercedes any previous list and that from now on you should only consult this list. Also, another thing: PASSCHENDARLE's subscribers' list is booming. Help me to make it continue in that nice trend...

I have 15 trades (up from 4 in 1975), and 8 mags (up from 2 in 1975). Therefore, about 30.5% of my mailing list consists of publishers, which is healthy for my finances.

Up until now, I've met 6% of my subscribership. I do plan to double this figure in the coming months. (Yes, I know: you heard that somewhere before...but this time I think I can guarantee it...)

AND NOW THAT I'M FINISHED WITH THIS MAILING LIST, I'M MOVING ON TO ANOTHER IMPORTANT MISCELLANY.....

Tethausaurus Presses present (tata!):

The Financial Report (Sep. 78-May 79)

As an introduction, I might say that I never expected the Tethausaurus Presses to be a break-even project. As a matter of fact, I've undertaken so many small benevolent CDO projects that it was difficult to hope (even in my wildest dreams!) that they would be other than deficitary...ah well...I don't mind subsidizing something as long as people appreciate it...

General Expenditures

Ditto Duplicator: about \$200. (methink) These costs were initial costs; I don't expect to have to suffer the loss of another \$200 in the predictable future.

The National and Census

Paper: \$0.20	OK. I'll admit this isn't much. But, from September
Bitto: \$0.20	to May, I only printed an introductory letter...in the
Stamps: \$2.80	coming year, two issues (about 30 pages long) should
Total: \$3.20	be published...and then costs are expected to increase

by roughly 6000%...I knew inflation existed, but this is ridiculous! Income will remain stationary, at \$0.00. (Unless I decide to vote myself an increase of a 1,000,000%, but then I doubt it will do me any good...) I don't mind this, really...

For these interested, THE NATIONAL is a zine of information for CDO GMS, editors, publishers, and officers, and any person (still active in the hobby) that used to be one or more of the above...

V'LA LE BON VENT

V'LA LE BON VENT is the French equivalent for THE CEPHEIDS. Again, no income.

The expenditures:

paper--\$2.80
ditto--\$14.40
stamps--\$3.40
total--\$7.60

The stamps figure comes by extrapolation--I expect to eventually send the 20 copies I've produced...and it will cost me that in postage, assuming the price of a stamp remains at 17¢.

Actually, in the coming months, V'LA LE BON VENT may have to be partially revised, which may cost me another two or three dollars.

LA CITADELLE

Now, this is my French-Canadian zine. Anybody interested in improving his French should sub to it. (Subbing to CAMELEON A BINOCULAIRES or BATOCHE to improve your French is quite a good idea as well...)

Expenditures:

paper--\$15.21
ditto--\$11.70
stamps--\$ 6.00 (ESTIMATED)
total--\$32.91 (ESTIMATED)
houserules--\$4.40
grandtotal--\$37.31

Incomes:

sub revenue--\$48.58

total--\$48.58

balance re-LA CITADELLE:
duplicator costs.)

\$11.27 (That's if you do NOT count the

What a scandal, as compared to PASSCHENDAELE! \$11.27 profit in nine months! But, again, things will eventually turn quite favourable for the subscriber as I plan to fold LA CITADELLE in the very near future and to combine my efforts with Pierre LaBrèche Jr., another French-Canadian publisher, to produce a stronger and much cheaper (hence, very deficitary) product...

PASSCHENDAELE

You all know what a PASSCHENDAELE is...a piece of junk...

Expenditures:

Christmas Fund: \$12.00
Easter Fund: \$21.00
Advertising
Campaign: \$10.00 (ESTIMATED)
Houserules: \$ 9.00 (for over 100 copies)
January Survey: \$ 3.70 (most of it due to extra postage costs)
Antwerp: \$14.13
Boardman numbers
and other contributions: \$12.00 (50% of it to the BNC)

Incomes:

Games: \$77.00

PASSCHENDAELE PER SE:

Expenditures:
dittos--\$16.10
paper--\$43.03
stamps--\$25.24

Incomes:

sub revenues: \$73.30

As you can see easily, even considering PASSCHENDAELE alone won't produce a positive balance! The Christmas and the Easter Funds are the amount of money it cost me to produce these two zines and give them away.

Also, note that I'm extremely optimistic about the LA CITADELLE expenditures. Ya see, everytime you produce an issue, a certain amount of dittos and paper will be lost. In the past, such losses have been around 2.5%.

Grand Total

Expenditures:

THE NATIONAL and Census:	\$3.20	
Ditto Duplicator:	\$200.00	(that's at least as far as I can remember)
V'LA LE BON VENT:	\$ 7.60	
LA CITADELLE:	\$ 37.31	
PASSCHENDABLE:	\$81.83	
Postage refunds:	\$ 1.53	
Total:	\$341.47	

There are other things I ought to enter into last page, there's one expenditure called "Lase Advertising Campaign". I've used the money I had to invest to produce samples, which I sent to potential subscribers, in order to generate growth. I think I did that pretty well. PASSCHENDABLE, six months ago, had 19 subscribers. Now it has 55. I must add that the use of nice plugs I've had helped a lot as well!

Incomes:

Games:	\$77.00
PASSCHENDABLE subs:	\$73.30
LA CITADELLE subs:	\$48.58
Total:	\$198.88

Some of you might not understand the item "postage refund". What I mean by this is that, in THE NATIONAL, I asked people to send me copies of all the good zines they had. Some did. I refunded them their postage costs.

If I were to fold everything, and assuming I'll be honest enough to return everything I owe eventually, I'd owe \$127.90. So, really, my balance is:

LIABILITIES--	\$127.90
ASSETS-----	\$198.88

BALANCE: \$70.98

Note that all the above figures do NOT include the costs of my postal correspondence, which are almost equal to about the highest in the hobby (only John Leader, Randolph Smyth, and Robert Johnson probably have higher personal postage costs, but I can't really know it, I just assumed it.) and the game fees I had to pay to enter games. If that would be included, I'd be in the whole by probably over 350 dollars! But I don't mind.

Especially lately, the subscribers/players in PASSCHENDABLE have had more than decent treatment. Actually, a subscriber who rec'd all my is now paid me a total of \$2.86 in sub money--this averages to 28¢/issue, which is among the lowest of the world and strongly compares with RUNESCAPE. (the only other major zine, with a comparable periodicity and length (when you add up the bundles in one month) and prices...except for the game fees, but then John doesn't really WANT new games.) in Canada

Actually, my deficit re-my GBO participation has NO chance of decreasing, even if one hundred new guys subscribed! The bigger my sub list, the bigger my deficit re-PASSCHENDABLE. (I don't care if I lose money--but I would like to have even more subscribers, despite the fact that my zine now has the third largest sub list in Canada. The reason for this is that my sub list is still only "medium"--it's not really big, er, like huge monsters...)

(I know this section is becoming ridiculously long, but it boosts my ego...c'mon guys...after all, it's my tenth issue!)

Since March, my costs of sending an issue to a pure subscriber have been:		
postage--17¢		postage--7½¢
envelope- 0¢		envelope-0¢
dittos--- ½¢		dittos---½¢
<u>paper---13¢</u>		<u>paper--13¢</u>
total---30½¢/issue		total--21¢

In the right-hand corner, I typed the costs of sending an issue to a subscriber in the future, now that I'm going to go to PRINTED MATTER rate and send them bundles of 2 PASSCHENDAELES at the same time...thus re-establishing a fairer balance...

Since March, my costs of sending an issue to a "normal" player have been:		
postage--17¢		postage--27¢
envelope- 6¢		envelope- 6¢
dittos--- ½¢		dittos--- ½¢
<u>paper---13¢</u>		<u>paper---16¢</u>
total---36½¢		total----59½¢

In the right-hand corner are my costs of sending an issue to a player ~~playing~~ in Antwerp in addition to subscribing to PASSCHENDAELE. Note that these figures are "average" figures. Therefore, you can compare these figures with my "average" incomes--28.6¢ per issue that I send. Consider that I have 65 subscribers...hence, my deficit will be even superior than it is now, given that I've created Antwerp only lately and that inflation is terrible (10%) up here...

Note that I give Antwerp to those who play in it, while that others who want to receive it have to pay 10¢ additional postage + 1¢/page...

In conclusion, financially, Tethausaurus Presses is a monstrous goof, and would be bankrupt by now if I hadn't subsidized it substantially. (As you can see, the revenues cover about 30% of the expenses, while I pay a 70% subsidy...)

My highest monthly income is May, 1979, where the subscribers will probably pay about \$15.12 sub fees...if I make it to 27 pages.

OOFF! I DO HOPE THAT WAS NOT BORING. THIS FINANCIAL REPORT IS LONGER THAN MOST OTHER FINANCIAL REPORTS PRINTED IN OTHER ZINES, BUT, CONSIDER: THIS IS MY TENTH ISSUE! CAN'T I MAKE EVERYTHING COMPLETE, HENCE SUPER-BOOSTING MY EGO? CAN'T I, HUM???

Again: Tata! Tethausaurus Presses present, in all exclusivity:

The January Survey.

This survey was about PASSCHENDAELE, and was sent by me in January. There were 17 respondents by the deadline, set in February, plus two letters. This isn't bad at all since, at that time, PASSCHENDAELE had a mailing list of 41...42% participation isn't bad at all...

Also, I may add that this survey had an important effect on the zine...from then on, I knew exactly what to improve etc.

There were thirty-five questions, and the answers varied on a scale of 0 to 10. Only one person was consistently dissatisfied throughout the questionnaire (his rates are listed below, under "W", for "worst rates") while three or four persons were consistently highly impressed with the

zine. Then, the rest of the answer harshly usually spread from 7 to 10, with an occasional few rates under 7 and over 9. But I'll shut up for now and immediately give results.

publish

("B"--most favourable response throughout the questionnaire; A--mean; M--median.)

(ratings--0: return my sub please, 1: abominable, 2: intolerable, 3: mediocre, 4: poor, 5: barely tolerable, 6: barely acceptable, 7: very acceptable, 8: very good, 9: excellent, 10: perfect.)

Questions	M	A	W	B
GM				
1. How does the GM react to criticism?	8	7.3	1	10
2. How do you like the GM's language?	7	7.5	4	10
3. Is the GM open to ideas?	10	8.6	1	10
4. How good are the GM's own comments on submitted articles?	8	6.9	3	9
5. How good are the GM's ideas?	8	7.1	3	9
6. Is his personality good for the zine?	8	6.9	3	10
7. How good are his adjudications?	9	7.9	2	10
8. How well does he list info?	8	7.7	2	10
9. How good is his style?	8	7.8	2	10
10. Is he personable?	8	8.2	3	10
Contents				
11. Are there usually enough contents in one page?	8	7.9	4	10
12. Are the cover page and the headlines worth it?	8	7.4	4	10
13. Are the letters to the editor worth it?	8	7.3	2	10
14. Is there too much repetition? Is some material redundant?	7	6.3	2	9
15. Wargames and variants.	7	6.4	3	8
16. Politics and religion.	7	6.3	1	7
17. Chess column.	7	6.9	8	7
18. Trivias.	7	7.3	3	9
19. Adjudications--GMing--press policy.	9	8.0	2	9
20. Editor's Articles.	8	7.5	3	9
21. Do you like the way everything is organized in sections?	8	7.9	4	10
22. Organization.	8	7.9	4	10
23. Is there too much repetition?	8	6.8	2	10
24. Is the cover page worth it?	7	6.1	4	10
25. Language	8	7.2	3	10
26. Orthograph and Grammar.	8	8.0	2	10
27. Clearness.	8	7.8	3	10
28. Reproduction--ditto.	7	7.2	6	10
29. Reproduction--colour.	7	6.0	1	9
30. Super-issues.	9	8.3	6	10
31. Language.	7	7.6	3	10
32. House rules	9	8.1	3	10
33. Preparation	8	6.1	2	10
34. Other Practices	5	7.3	2	10
35. Survey.	8	8.2	7	10
OVERALL.	7.8	7.3	3.3	9.3

PASSCHENDAELE, May 16, 1979.

Now, I'm not going to snut up. Here are more comments. You may think what you wish, but, to me, the median is the most important/efficient way of measuring the opinion of the majority. Really! The median represents the opinion of the average subscriber (the one I originally wanted to "measure"--no, not that, perverts! What I mean is: the one's opinions I wanted to measure, nothing else;) whilst the mean tells us the average of all the opinions. This implies that the mean will be greatly affected if only one subscriber out of 17 decides to give low marks either because he hates the author, wants to have fun, or just is trying to rock-bottom the results...That's why I think the North America Zine Poll should use medians...that way, if five persons mention a zine, and four of them rate it 8 while one person rates it 0, it's score won't be ruined by that black sheep...the score will then reflect the opinion of the average subscriber, which, I think, is what we want here...John?

I think a good job has been done with PASSCHENDAELE since then. Favourable comments have increased. I am fairly well pleased with the results of the survey as well--a median of 7.8 (ie.: very very acceptable) a mean of 7.3 (very acceptable) and fairly good scores by most subscribers.

In some sections, there has been low scores given by a few guys... notably, the chess, politics and religion etc. sections. By comparing the scores of each question with each other, I've been able to clearly discern the main weaknesses (in the eyes of the average subber) and the advantages of PASSCHENDAELE. I dare hope I've been able to exploit the situation...

In any case, thanks a lot, everyone. Your help in making this survey, and PASSCHENDAELE, successful is more than appreciated.

Oh yes...a final note--anyone wanting to check out these results can--if he is willing to pay the bill (\$2.00), I will send him photocopies of every individual set of ratings by mail...

At the end of the survey, there were three questions concerning the hobby in general. People as a rule have quite an high opinion of standbys up here in Canada...the marks assigned were all tens, except for one nine, one six, and one zero.

As for the usefulness of CDO, two persons voted 10, one 9, one 8, two 7, two 5, and two 0. I let it up to you and the other CDO officers to evaluate this limited response.

The standing of the IDANA is a lot poorer! Three Canadians were very hostile to this org., (one even said: "...it can go to hell!") while three Americans fervently supported it. All the others didn't answer, or were indifferent, or didn't know what the IDA/NA is!!! One of you IDA/NA officers ought to send me an article on the IDA/NA, plugging it, informing us on how it works, on how much it costs to join, on how to join, and on what the IDA/NA does for it's members...otherwise you can forget about ever having a strong Canadian participation in your organization...

And from one pole we move onto the other pole (oops! replace "pole" by "poll", unless, of course, you know how to swim really well...) Of course, I'm now talking about John Leeder's Third Annual North America Zine Poll. I already explained it to ya...just reminding ya...John's adress is in the sub list...Vote!

IKNOWIAMGOINGTOGETTHREEFORPASSCHENDAELEANDIPROBABLYDESERVEITBUT.....

Oh yes, he also added that, should the GM comments, the ~~GM~~ offended player would feel he will never get treatment in that zine (that is, if the GM's comments are negative) and won't bother answering...

This triggered this article, which expresses my position concerning tirades. Thanks go to Randolph for thus permitting/making it easier for me ~~to take my responses to~~ to express my opinions.

Your last criticism clearly isn't valid, Randolph. (It is based on the fake PASSCHENDAELE#8) I would never have attacked Robert, and I didn't attack Cal at all in the first authentic tirade ever to be printed in PASSCHENDAELE. (Actually, if I may say so while remaining impartial: I met Cal once, and the impression he left me with wasn't at all bad!) Actually, if I know for sure that the tirade is false, I will either censor it or shoot it down personally...in fact, a tirade author is fighting an uphill battle if he hopes to make me side with him in his allegations...I'm a lot more likely to side with the offended person. (Read: I will not necessarily side with the offended person, ie. if I don't really know what the tirade is talking about, I'll expound on "rumour has it", and I'll say I don't necessarily agree, and that the facts aren't necessarily true...)

I think that my never putting down the victim, and adding that the tirade may just be a pack of BS (ie. saying I don't necessarily share the author's opinions) takes all the "air of authenticity" away. Doesn't it? There's one thing I learned in nine months of publishing: the average subscriber knows that this zine and the gospel are two entirely different things!

I am willing to add the following policy: any tirade which attacks a guy who, to my knowledge, has NEVER been in the middle of a controversy will be AUTOMATICALLY rejected. Also, one particular person may not suffer from more than one tirade. Finally, a given person may only make one tirade, and only if he has at least 2 years of experience in this hobby...

Besides, I prefer to believe that the readers are intelligent and that they know better. (Just look at the way they treat me as garbage...)

Yes, I have to agree. The tirade author HAS to be biased, misinformed, trying to have fun, OR telling the truth. I should have told the readers that right at the beginning...but telling them I didn't necessarily agree, and that the info may be incorrect, was enough, I felt...this may have been one of my errors...

I don't think that PASSCHENDAELE is strong enough to divide the hobby...people are there to play...how many persons read this? Besides, I won't permit a tirade against a player, so his chances will not be damaged in some of his games...it's not my fault if the author of the fake saw fit to do damage to Robert's reputation...

I may as well add a few other things...actually, I don't REALLY like my tirades either...it's not really a question of poor or bad taste (after all, I dissociate myself from the author's views; I say the info might be false; I don't encourage tirades; I print tirades only with their author's consent. Besides, it all started as a result of a strong demand for tirades--the idea wasn't mine...), but that tirades section may end up putting ME in a controversy. It might generate legal problems. Finally, I don't really like printing feuds, especially when they're about friends like Cal. But the demand was there, and I'm not one to just censor something...

However, I hereby ask all subscribers who do NOT like tirades to say so NOW. If as many as five persons say so, I'll be happy to terminate the section right away, despite the fact that I think that many people like it. Subscribers, SPEAK!

1973-1974

It looks like Randolph Smith wrote a political column in FOL SI FIE#111, at the demand of his American subscribers, which pissed me off no end. I've been begging everyone to just let me talk about politics for years (err...make that months, but it does feel like it's been years, doesn't it?). That's unfair. Like it or not, here's something of my make.

It's much too late to talk about predictions. Therefore, I'll tell you what I think of the campaign and of its results.

Bluntly, the only campaign I really liked was that of the NDP. Namely, the NDP was the only party that did a "clean" campaign. Fabien Roy and Joe Clarke passed their time throwing mud at Trudeau while Trudeau seemed to love insulting everyone.

But there is more: the NDP, for the first time in its history, presented a program in a much more realistic way than any other party. Also, they abandoned (at least for this election) much of their socialistic ideas to become a lot closer to free enterprise. Yes, they remained much associated to Big Labour, but yet, they didn't promise any nationalization, and they even talked about reducing the amount of social security programs. (For instance, Ed Broadbent promised to reduce the unemployment insurance program to free \$\$\$ for job creation--this can in no way be considered as a "socialist" theme!) Really, the only thing I disagreed with in the economic part of the NDP platform was to make of PetroCan a state monopoly. I agree that we have to strengthen PetroCan in order to control our oil policy more effectively (especially in the dealing with Exxon et al.), but not that much.

Also, I tend to agree with the NDP when it says that there's no real Quebec problem, and that everything can be arranged by making changes in the present Constitution and improving the Quebec economy. I also tend to admire Ed in that he was the only leader to remain logical and moderate on the Quebec question. That is why I voted NDP, even though I was sure the Liberals would sweep Ottawa-Vancouver. (And, effectively, they did.)

On the other hand, I didn't like the Socreds, Liberal, and Progressive Conservative platforms for many reasons. I didn't like Fabien Roy and his all too-nationalistic views on Quebec. (And besides, I never liked the Socreds for their extreme-right platform, which comes pretty near moderate fascism at some points...for instance, they'd instore state corporatism.) Trudeau really lost my vote when he proposed to impose constitutional changes on the provinces via a national referendum. Besides, the Liberal Party is associated with Big Gov't, and the gov't is already too big. Finally, it was about time to give a serious warning to the corrupted Trudeau gov't.

As for the Progressive Conservative platform (for this election), you name the promise, and I didn't like it. I don't really think Clarke made ANY good promise, at least as far as I'm concerned. Handing over PetroCan to the private sector is 100% stupid. PetroCan is bringing in profits to the gov't (thus keeping taxes lower), it is the only company that makes efficient research in the north (the other companies consider they would make too many losses), thus helping private enterprise, and finally, it is our only known weapon against greedy foreign companies like Exxon, which lately took petroleum that was due to us to sell it on other, more profitable markets. Also, as anyone would expect, my francophone background prevents me from liking Clarke's attitude towards

Quebec. (His dilemma is: if he had to choose between the referendum and the Quebec gov't would have received a mandate to do as from 51%, (0%, 70%, 80% or whatever it from the population... this, I feel, is anti-democratic and I don't think this will help the federalist cause in Quebec...) And, moreover, Clarke promised to increase the already ballooned deficit by \$8 billions... this has been violently criticized by most economists and economic newspapers, including the prestigious Financial Post.

I agree that Joe Clarke may not hold on to these questionable promises as PM of Canada. But still, I think that if we're going to have electoral campaigns, we might as well judge from the leader's promises to decide whether or not he'll be a good PM. And as far as I'm concerned, if (a big if, that one) he does what he promised, Canada might just go down the tubes...

In any case, I have evaluated the electoral campaign; I'm still giving Clarke his chance. If his administration is good in the coming months, why, sure, I'll vote for him. But not until he shapes up. Actually, I think that he will after a few months of experience, and his election is not necessarily bad--after all, Canada needed a change...

This brings me to the electoral results... frankly, I didn't expect this. I thought the NDP would make a much better standing. (getting 26 seats was simply a very poor performance, under the existing conditions, where people wanted to warn Trudeau but didn't really want Clarke, according to most experts...) I didn't expect the Conservatives to make that much of a breakthrough in Ontario, although I rather stand alone as far as this point is concerned. (I based my opinion on the polls according to which the Liberals had progressed a lot since the public debate.) In conclusion, I expected the Liberals to sweep Quebec (and so they did), the Conservatives to sweep the West (and so they did), the Maritimes to remain stable (and so they did), and Ontario to give about 15 seats to the NDP while the Liberals and the Conservatives would share the rest about equally. (That's where the problem comes--although I did expect the Conservatives to come up ahead in Ontario, I didn't expect them to do this well...) I thought the result would be such that the Conservatives would be the largest party in the House of Commons, but that Trudeau would be strong enough to remain in power. (Therefore, instead of something like 136 Conservatives, 114 Liberals, 6 Socreds, and 26 NDPers, I expected something somewhat different, like: 125 Conservatives, 116 Liberals, 6 Socreds, and 11 NDPers...)

Oh well... we'll have to wait and see what Clarke does. I think that Clarke will be able to maintain himself for at least 16 months (read: I'm not saying he won't call for elections even if he's not overthrown), as I don't think any party will dare overthrow him before he makes the fatal goof, because of his large majority. A big question is, though: will the Liberal Party want of Trudeau any longer? (Just can't resist a bit of rhetoric...)

WE'LLSEEWE'LLSEEWE'LLSEEWE'LLSEEWE'LLSEEWE'LLSEEWE'LLSEEWE'LLSEE

A statistician is a man who can put his head in the oven, and his feet in the fridge, and still say: "On the average, I'm comfortable..."

A. The Planning

Well... (I don't really know how to say this... deep breath!) PASSCHENDAELE required and still requires a LOT of planning.

At the roots, I had to plan everything, including the names, the finances, the house rules, the advertising campaign, the time and space allotments.

The names were the easiest thing to plan of them all. Given my history leanings, why not give everything a historical name? Paf! PASSCHENDAELE popped into my mind, and I liked the glorious sound of it. The name of the zine had been found. Similarly, all the names of the games and of the sub-zine are well based on known battles of the past. (PASSCHENDAELE comes from one of the most important battles between the Canadians and the Germans in Belgium in 1918; Agincourt comes from the battle between the French and the English back in the Hundred Years War; and the sub-zine is called "Odega-Beda-Fomm" comes from the Battle of Britain, the last of the air in 1941; Dunkerque is well-known by everyone for the famous English retreat; Eylau comes from the battle opposite Napoleon to Russia in 1807, and so does Friedland. Max, you know where I'm taking all these strange names!)

The finances were equally "easy" to plan (when ya've got \$\$\$, ya can do anything! I found that out when a batch of about \$6000 came in February as bursaries...); with the rates I had at the start (an average of 36¢ per issue, and a \$2.00 gamefee) I didn't really expect a deficit. (duplicator costs notwithstanding) so I drew down that \$300 would be enough as an initial investment. Everything was just fine until I got my bursaries... then, I developed a very dangerous mental sickness called zinomania (which is as defined in further details some issues ago), and I hope none of you ever develop this. I decreased my average rates drastically by giving every Christmas/Easter issue... I decreased my gamefees to \$1.50, and I decreased on various CCG projects I felt should either survive or be revived. (It's too early to say yet whether my participation within CCG has been useful, etc...) When Randolph left Ottawa, I bought a duplicator... and he helped me buy one. (Thanks for your special help, Randolph... you all know where all those expenses led me to... into a deep, huge financial hole... but I don't really care.

There was no real problem in writing... house rules either... I did what most new GIs do: read a lot of books, and make up your own. I like to think that I have pretty thoroughly stored somewhere near Randolph Smythe, and with me's and John's, John Leader, and Mark L. Berch in it. (Want a cross-stitch? If my house rules are any indication, then I'm totally correct.

The advertising campaign was no real problem, again. It took 2 aspects--first of all, I asked all publishers I knew to plug me, and secondly I sent some samples... and it seems that it worked... after all my zine did increase from some 12 subscribers to 65 in less than 9 months.

The more difficult planning came with time planning. From September to April, I had 32 hours of play (only) per week; combined with the subsequent minimum homework, it was pretty hard to join the two ends... it was impossible to start PASSCHENDAELE before the deadline date. But it wasn't really a problem, as I always was able to complete everything before the next Monday... and now it's very easy for me to start an issue two weeks early since I only have 12 hours of courses

per week, and an even lesser proportion of homework...

And another problem was to try and maintain a balance between every theme in the zine. I think that only looking back at the first four issues shows it clearly enough. In these issues, I didn't really know what the subbers' expectations were...so I published lotsa things that have by now been either deleted or shrunk considerably. A good example, I feel, is the introduction page. In #1, it was over a page long; in #10, it was just a little over half a page, and it's been months that you haven't seen such a long introduction. Another example is the humour and "words of wisdom" I used to put between articles--now they're a lot less frequent, and I prefer using a page or two to write original humour. (Although at the beginning I was underestimating my capabilities...) Religion too, and politics, haven't taken any space since #2. These things have been deleted/shrunk for many reasons, the main one being that I wanted to concentrate on diplomacy articles.

Another thing which resulted from more space planning is the use of a typewriter with smaller letters, and of the filling-up of every square millimeter. Nothing like experience, ya know. I'd say that a page in #10 contains approximately 35% more stuff than the same page in #1. Ya see, I've tried to improve the deal given to the subber by all possible means and I have FAILED BECAUSE PASSCHENDAELE IS TAKING ABSOLUTELY NOTHING BECAUSE OF MY METHOD OF CONTINUOUSLY BARRING DEGRADING STUFF, WHICH DOESN'T APPEAL TO THE/NOTRE MATURE SUBSCRIBERS' KNOWLEDGE THAT/IS ACCEPTING TO RALPH WORTON IN THE 10th PASSCHENDAELE#8, BUT THEN RALPH WORTON DIDN'T REALLY SAY THIS BECAUSE THAT WAS A LAKE PASSCHENDAELE AND THAT EVERYTHING THAT WAS SAID IN IT WAS PURE SCIENCE-FICTION AND WAS NONE OF MY/DOING LOT/OI/RALPH'S. I/BELIEVED NO MATTER THAT RANDOLPH SAYS THIS, TAL

While we're at it, I might as well print:

B. The Record.

~~Don't read THIS, it's useless info~~ (Eghad! I'm still at it! Wonder when I'm going to stop barring things when they're degrading...)

Well, the best way to start this column is by saying how much I spent on everything from PASSCHENDAELE#1-9, rllight?

Bluntly, I spent 6½ pages on introductions, 13 pages on headlines, 18 pages on the games, 10 pages on how-to-play articles, 6½ page on hobby debates, 5 pages on variants, 5 pages on war games, 4 pages on religion, 7½ pages on chess, 2 pages on bios, 9½ pages on letters to the editor, 1 page on tirades, and 23 pages on miscellaneous things such as humour. That adds up to a total of 126 pages (I didn't include percentages, because I knew it would ultimately add up to a total of 85.6% or something like that, so...)

Note that the wargames, religion, chess, bios, letters to the editor, politics, and other miscellaneous things took a preponderant (a new word, that, and I'm not even sure if it's English! (Too lazy to check...)) place in the early PASSCHENDAELE's, as they quickly lost ground and in importance ~~of ANALITY~~ after PASSCHENDAELE#4. The headlines and the other things retained or gained in importance from then on.

What else is there to say for the record? Ah yes, PASSCHENDAELE averaged 14 pages per issue.

And finally, here we come to the most important point: the performance of PASSCHENDAELE. I have mixed feelings, most of which are good. On the one hand, I am VERY happy--all plugs I received were just plain favourable (note to the pubbers--if you have ANYTHING bad to say about me or PASSCHENDAELE, keep it to yourself!). I think that, from the

page I read almost nothing, and I don't have the reputation of being one of the best zines around. (See DIPLOMACY WORLD, THE TOWNSEND TELEGRAM et al.) Sixty-five subscribers cuped within 9 months is a very comfortable thought as well...unless PASSCHENDAELE is something like the René Simard Show on CBC--everybody looks at it for the laughs only...finally, my January Poll is encouraging, too.

But there's the North America Zine Poll--of course, I hope to do well in it, but, frankly, I'll admit that I fear the worst. If you care about me, you'll ALL mention PASSCHENDAELE and give it at least a 2, eh?

There's another thought--PASSCHENDAELE is considered by most of you as one of the best, alright, but those who think it is the best are few and far apart...and my original (probably unrealistic, but certainly natural) goal was to make PASSCHENDAELE a zine comparable to FOL SI FIE or DIPLOMACY DIGEST... (sob) oh well, I've always said that you can't win them all, but I've found the hard way that it sure hurts when you finally lose the big one!

Overall, the situation is good as it is...I'm happy, everybody's happy, the world is happy...for now. I wish to thank everyone for their support, especially those who plugged me, gave advice, or ~~gave~~ ~~help~~. Special thanks go to (in order of importance, without disrespect for anyone) Randolph Smyth (ta, Randolph, now you're insulted--for the rest of your life, I'll be considered as your protégé, which is a real insult, eh eh eh...), John Leeder, and Mark Berch. (Yeah...even his criticism helped a lot, and in private, he gave me advice; anyway, I know that if he criticizes me, it's not because he does not like me--he just hates me...eh eh eh...I seem to be picking on everyone in this issue, and am having a great time. Oh well, Mark, c'est la vie...as a consolation, just look at the way I handled Randolph.)

C. The experience.

Weelll...the first thing to do here is, yip, you guessed it, boost my already over-ballooned ego over and over again. (Sorry, guys, but I decided to dedicate this anniversary issue to ME, and am doing a pretty good job at it...)

The first thing to say is that I now have the equivalent of 18 months of publishing...yip sirrah! Since I've published regularly (indecently, perhaps, but regularly) two full-fledged regular postal Diplomacy zines (LA CITADELLE and PASSCHENDAELE) for nine months (the time of a woman's pregnancy, what!), then I have an experience re publishing worth 18 months.

It may sound funny, but I prefer publishing to playing. (My playing experience now amounts to about 33 months, which isn't a lot, I'll admit. Most experienced players have played about three times as many games as I have...which might lead you to question how come I always write how-to-play articles, and most important, if they are good...well, you should, since I do!)

It's really hard to say how much I've learned in these nine chronological months. A lot of things would have to be covered. (And besides they wouldn't all boost my ego so much...)

The main thing, I would say, has been the discovery of an entirely new hobby--believe it or not, publishing is an entirely different hobby than diplomacy. Printing a diplomacy zine, although mucho related to Diplomacy, is an altogether different experience. The second most important thing has been the acquisition of more knowledge on the Dip hobby. I now know how the CDO works, and roughly how the IDANA does. More important yet, I've learned a lot from the players' style just through their player-to-GM correspondence, which might help me a lot in my future games. (Not that I needed help!) And there are lotsa other things, which won't be printed here due to space limitations...(and, yes, I'm begin-

ning to wonder if ANTONI is reading this...

All in all, GMing has been a great experience as well. (Or else, why do you think I still have game openings???) (And at such a low price?) (Yes, I know ~~that~~ that you think it's because I'm incompetent, but the incredible truth is that I like it even if I'm incompetent...) Publishing and GMing have been VERY exciting...(I'm a very excitable person...)

And yes, publishing has even improved my ENGLISH! (I do not refer here to my use of slangs, but rather to my syntax, if this has ANY importance!) There's only one thing I haven't learned, though: how to be humble; otherwise, I would have shut up a long time ago! (But of course, y'all know that!)

Humm...how about breaking the monotony by printing some games, and then printing the best article printed ever in PASSCHENDAELE (excluding that in PASSCHENDAELE??)??Humm??

1978R (Fall 1902) THE WAR CONTINUES ATROCIOUSLY, AS AUSTRIA LOSES!

Summer 1902: Austria retreats F Gre-Ion.

Austria (Robert Paquin): F Ion-Gre; A Ser S F Ion-Gre; A Tri S A Ser; A Bud-Rum; A Gal-Sil.

England (Robert Acheson): A Yor-Nwy; F Nth C A Yor-Nwy; F Nwg S A Yor-Nwy.

France (Trevor Baillie): F Eng-Mid; A Bur-Mar; F Spa(sc) S A Bur-Mar; A Par-Bur; A Por H.

Germany (Shelley Foster): A Den-Nwy; (impossible) A Hol S F Bel; F Bel H; A Mun-Bur.

Italy (Raymond Couture): A Ven-Tus; A Pie-Mar; F Wes-Spa(sc); F Tyn-Lyo.

Russia (Hugh Polley): A War S A Ukr-Gal; A Rum S A Ukr-Gal; A Ukr-Gal;

F Bla S A Rum; F Swe S F StP(nc)-Nwy; F StP(nc)-Nwy.

Turkey (James Clarke): A Bul S A Gre-Ser; F Aeg-Gre; A Gre-Ser; A Smy-Ank.

Gee...a good way to measure the alliance structure is by counting the number of standoffs and holds; 23 units were unable to move this season, and 19 moves were underlined...

The deadline for winter 1902 is June 23, 1979. DON'T FORGET TO INCLUDE SPRING ORDERS AS WELL.

SC Chart, 1902:

Austria: Home, Ser, ~~xxx~~ (4) Remove one.
 England: Home. (3) Even.
 France: Home, Por, Spa. (5) Even.
 Germany: Home, Bel, Hol, Den. (6) Build two.
 Italy: Home, Tun. (4) Even.
 Russia: Home, Rum, Swe. (6) Even.
 Turkey: Home, Bul, Gre. (5) Build one.
 Neutrals: Home, hell, ~~place and place~~. (0) OUT!

GM Comments: The alliance structure in this game is a bit confused. In the North, it looked like GE vs. RF (basing oneself on 1901 press, which one should NEVER do), but G hasn't done anything against either R or E. So we can say that the battle of the North still is strictly between E and R but I expect G to intervene soon.

In the West, G now is the uncontested leader, with 6 centers as compared to a 5-centers F busy with Italy and a 3-centers England very busy with Russia. Germany now seems to have the choice between allying with I and destroying France, allying with Russia to destroy England, allying with England to wipe Russia out of the North or any two combinations!

In the Mediterranean, the situation is confused. Austria could

will lose everything in the Balkans in 1903, and so Germany may have to stab naked Italy from Trieste and the Venetian Sea. Also, one army in Silesia could be bad news for Germany if Austria is decided to survive, even if this means stabbing her few friends. On the other hand, Italy will have a hard time having a breakthrough against France. Thus, it is in a very delicate position indeed.

In the east, there are only two possibilities: Turkey and Russia will probably finish off Austria in the Balkans in 1903; however, there is a slight possibility that one stabs the other before Austria has ceased to be a power in the Balkans.

In conclusion, I do not think Austria will die...but that's her decision, I should think, not mine... ^{in 1903}

1928Q Fall 1902. ENGLAND STILL HAS AMBIGUOUS ORDERS...WHAT CAN I SAY???

Austria (Oded Klinger): A Bud S A Vie; A Vie S A Tri; A Tri S A Le.
F Gre-Ion.
England (Richard Jarvinen): F Lon S F Nth-Eng; F Nth-Eng;
F Nw S A Bul-Hor (impossible!!); A Bul-Hor.
France (Robert Acheson): F Eng-Lon; A Wal S F Eng-Lon; F Bre-Pic
A Spa-Por.
Germany (Randolph Smyth): F Den-Swe; F Bal S F Den-Swe; A Bel H;
A Bur-Par; A Hun-Tyr.
Italy (Brian Johnston): A Ven S A Tyr; A Tyr S AUSTRIAN A Tri;
F Ion-Adr; F Tun-Ion;
Russia (Jan Jensen): F Swe-Nwy; A StP S F Swe-Nwy; A Sev-Arm; F Rum-Elas;
A Ukr-Rum; A Gal S A Ukr-Rum.
Turkey (Hugh Polley): A Bul S A Ser; F Con-Ank; F Aeg S AUSTRIAN F (re-Lon);
A Ser S AUSTRIAN A Tri.

The English F Nw may retreat-Nrg, Ska, Bar, OTR. Richard, our fleet in Norway can't make convoys; besides, an army may never be landed into the Norwegian Sea! Oh yes, the English F Lon ret-Yor OTR.

(The deadline for Winter 1902/Spring 1903 is June 22, 1979.)

(Sur North Sea, or whatever NOR means.)

COA: RICHARD JARVINEN, 805 A D WHITHAM DR
CORVALLIS, ORE 97330

SC Chart, 1902:

Austria: Home, Gre. (4) Even.

England: Edl, Lpl, Zed, Nrg. (2) Remove 2, 1, or Even depending on the Fall retreat(s).

France: Bre, Mar, Spa, Fy, Lon, Por. (5) Build 1.

Germany: Home, Hol, Den, Bal, Sva, Par. (8) Build 3. ((Why do you always think you have to win, Randolph??))

Italy: Home, Tun. (4) Even.

Russia: Home, Rum, Ska, Tyr. (6) Even.

Turkey: Home, Bul, Ser. (5) Build 1.

My comments should be pretty concise. Despite Germany's help, England can't hope to survive if she continues submitting ambiguous moves. France isn't really in such a good position either, with an 8 center-Germany breathing in his neck. Besides, Germany now has an excellent position in the West (just as in 1978R), since it has no strategic penetrations into France while England should never be a problem for him anymore. The only possible flaw that I can see in his position is that he is now at war with three powers (at least judging from the moves): France, Russia, and Italy while it has no strong ally that can do him good in terms of helping him to make conquests. But then, these enemies are so divided that it probably won't matter very much, especially since they're all busy with another enemy themselves. (ie: Russia with Austria, Turkey, and England; Italy with Austria and Turkey; France with England...)

In the east, the situation is just as clear as in the West. Austria and Turkey are allied against Italy and Russia. I don't think any of the two coalitions has a lead, except in the Mediterranean where Italy is in deep trouble...but the fate of Austria and Turkey also depends on how well Russia will deal with Turkey and on which side will Germany (a very important variable, that one) go...

So much for the obvious...(however, unexpected things might occur--alliance structures might change...)

1978S Spring 1902. STALEMATE IN ITALY ABOUT TO BE BROKEN!?!.

Question: Is counterfeit press allowed? Answer: Yip!

Austria (Curtis L. Gibson): F Tri S FRENCH A Tus-Ven; A Sil-Gal;
A Vie-Bud; A Ser S TURK A Bul-Rum.

England (John Lipscomb): A Lpl-Yor; A Lon-Bre; A Bel S GERMAN A Mun-Bur;
F Eng C A Lon-Bre; F Nwy-StP(nc).

France (Robert Paquin): A Tus-Ven; F Por-Mid; A Par-Ere; A Mar-Pie.

Germany (Frank Haika): A Mun-Bur; A Kie-Mun; A Ber-Pru; F Hol-Nth;
A Den-Swe.

Italy (Robert Acheson): A Tyn-Tri; F Rom-Tus; A Ven S F Rom-Tus;
F Tun-Ion.

Russia (Raymond Couture): A Rum-Gal; A War S A Rum-Gal; F Sev-Arm;
A Mos-Sev; F Swe-Nwy; F StP(nc) S F Swe-Nwy.

Turkey (John Kelley): F Smy-Eas; F Con-Aeg; F Ank-Ela; A Gre-Alb;
A Bul swears vengeance on those who attack its
allies (A Bul-Rum).

FRENCH A TUS IS ANNIHILATED...

The deadline for Fall 1902 is June 22, 1979.

And now, we'll stop printing the games for a while and go back to printing other stuff. (Ya see, this issue really is an ego trip for me--but ya cou'd see that by yarself and the royal "we" I just used in this sentence, and by the paragraph I'm just totally wasting on such a trivial thing. On the other hand, I do ought not to use these boring tactics anymore, do I?)

The Best Of PASSCHENDAELE

Indeed. You may not think PASSCHENDAELE is worth very much, but there have been good articles in it...or so I'm told. This is the reprint of the article which, I feel, was "the best of PASSCHENDAELE". I'm reprinting it for emotional reasons, and for other reasons as well, such as there has been lotsa new subscribers since PASSCHENDAELE#2...

Errors Can Pay...

The basic concept behind this article is that voluntary, well-planned, errors can pay very often.

Lemme get something clear right away, though: the errors, to be worthwhile, must most of the time not include a loss of center(s)--such errors usually encourage your neighbors, especially the strong ones, to stab you. (Their reasoning will be: well, if he can't hold on to his centers because of his stupid mistakes, then I'd rather have his centers than see that rival get them...) It is also (most of the

time) preferable that such errors do not happen. missing a build may weaken your country too much to balance out the profits you get out of the errors). But, as seen later, missing a build may sometimes be profitable.

Most of the time, an error will "pay" if you're in a difficult diplomatic position--you promised a power you'd do something, but you don't want to do it. The "error" will allow you to make it seem as though you wanted to do as promised, but made a careless error (for which you'll be excused if the "offended" player really wants to be your ally) which blew everything up.

Take the following concrete example. Let's say you're England, and that you have the following position: F Mid, F Eng, F Iri, F th, F Swe, and A StP; let's assume France owns Por and has As Pic, Gas and Bur; finally, let's assume the Italian player has F Spa(sc), F Wes, F Tyn, F Ion, A Mar, and A Pic. You promised Italy you would not stand him out of Por, but at the same time, you promised France that you'd prevent the Italian player from getting it. You're in such a position as you don't feel you can alienate one of your neighbors. Then, the solution is to order F Naf-Por, and leave F Mid unordere. F Naf-Por will fail (since it's impossible). Italy won't be prevented from grabbing Por and probably won't hold a grudge against you if you explain why you ordered F Naf-Por; on the other hand, France will be angry but will pardon you quite soon, thinking that you meant F Mid-Por but that you made a careless error. So, the error is profitable in this case.

Another example in which the error would be profitable is when you're given the following situation: you are France, and have the following position--F Wes, A Mar, A Bur, A Spa; you have 5 centers, so you have a build. England wants help against Germany, and asks that you build an army in either Par or Bre, to attack Germany more forcefully. You don't really want to engage in a war against Germany, and you even want to get England vs. Germany, and then to build a fleet and stab her. One good way to do this is to order: "Build a Pic". Such a build is illegal, and will make England think that you mean either A Par or A Bre. She might then make the fatal mistake of attacking Germany...you can make arrangements with Germany to stand off your armies of Picardy and Burgundy, so that England will continue to believe you are anti-German. Then, the winter after, when England has all its units on the German front, you can use your unused build to build a F Bre and stab England, combining F Bre with F Wes/Mid/Por/Mid/whatever against Lpl and Lon. In this case yet, the error turned out to pay off a fairly good dividend...

As I said before, this was originally printed in PASSCHENDAELE #2, and is reprinted here for emotional reasons and for the benefit of the later subbers...Old subbers: do not worry. I'm not going to do this very often--at the most, once a year...and I'll NEVER reprint this article...

Omigod, but I forgot to print the press announcements. Tell me what I'll do--print all the press announcements for ALL games in PASSCHENDAELE together, if I don't forget...just remind me...if you can yell loud enough...

I guess we'll end the page here...after all, what else would you want me to put at the bottom of this page?...also, I figure that the longer I shut up and just put a filler like this one, the better you will feel...yip, I think about my subbers' feelings...I know you're only HUMAN...

ZINE REVIEWS ZINE REVIEWS ZINE REVIEWS ZINE REVIEWS ZINE REVIEWS

As you all suspect, this zine review is subjective, and only reflects my IMPRESSION of the following zines...I'm not going to go through all my files to evaluate them, since that, after all, you guys are only interested in my opinions, I assume.

Also, the following zine review does NOT include all hobby zines. It only naturally includes the zines I get. Also, zines I have received for only a short period of time are not included: for instance, THE WARMONGER and Greg Costikyan's zine are not included for this reason.

En passant, remember, some time ago I said that ETHYL THE FROG and DOLCHSTOSS had folded? Well, it seems that was a wee little bit premature. I've read somewhere in FILIBUSTER (I think) that ETHYL THE FROG has been revived, while DOLCHSTOSS is still alive, after a long coma.

In any case, I'm not going to put in certain stats (except in a few cases) such as the rates and the zinlength. I'm only going to describe their major characteristics--If you're thinking of subbing to another zine yet, and that you like the characteristics of a given zine, then ~~***~~ or zinlength shouldn't stop you from subscribing.

I hope no publisher takes my comments personally, or whatever. Well, here it goes:

DIPLOMACY WORLD (Jerry Jones, 1854 Wagner St., Pasadena, CA91107, US) I never used to think a lot about this zine before I saw it, mainly because I never could get an answer to my numerous letters from the previous editors. But, now that Jerry has taken over, answered my letters, and sent me DW#21, I must say I'm quite impressed. This genzine (it carries demo games, mind you) contains tons of good articles on various themes such as ftf, how-to-play, etc. And DW doesn't only have quality--it has quantity too. (40 pages!) DW responds to my preferences for articles, and believe me, it's worth the \$1.25/issue. For now, I say this is the best genzine of the WORLD.

DIPLOMACY DIGEST (Mark L. Berch, 492 Naylor Pl., Alexandria, VA22304, US) I used to think this was the best one, before I saw DW. Now I say it is nearly as good as DW. DD is another genzine, with nothing but high-quality articles. Mark also reprints articles taken from low-circulation zines or defunkt zines--so if you'd like to know what was done/printed in the earlier years, DD is a must. I recommend this zine to all of you. (The rates are pretty cheap too--\$0.35 for 10 pages)

FOL SI FIE (Randolph Smyth, Apt. 314, 275-3rd St. SE, Medicine Hat, Alta., T1A 0G4)

Hummm...the only other EXCELLENT zine I can think of. (Again, it's only because I'm strongly prejudiced in favour of articles...) But I do wish Randolph would stop thinking I was the author of the fake PASSCHENDAELE#8, which annoys me no end. (Guess I'll never stop kidding ya, Randolph) Actually, I took FSF as a model, grosso modo, for writing PASSCHENDAELE; therefore, if you like PASSCHENDAELE, I think you're bound to like FSF. There are no game openings to speak of, though, which I feel is also good because it almost has too many games...

ARRAKIS (Doug Hayward, Box 291, Huntsville, Ont. POA 1K0) This is another zine, and another GM, which I enjoy A LOT and like.

ARRAKIS (continued): This zine is very entertaining (and has lots of humour) (especially when you read the exchanges between Doug and Bob Acheson!) and the GMing is, according to me, the best in Canada. Only my prejudice for articles prevents me from ranking ARRAKIS as good as FSF.

RUNESTONE (John Leeder, 2202 Broadview Rd. NW, Calgary, Alta. T2N 3H3) I feel that John is a very responsible person, under many aspects. When he doesn't have much time, he concentrates on doing a good GMing job, and dumps the articles. But there are articles every three or four months, about variants, GMing and similar good stuff. Although RUNESTONE has lost a lot of quality since the last two years, I still rank it among the top ten zines in North America. Let's not be too harsh on a guy who's fallen in love. (At least he's not like Randolph Smyth! He fell in love spontaneously, him, while Randolph planned, (mathematically, what!) to fall in love within the next four years... sorry, Randolph, but I just can't resist the humour. Hope you don't mind, pal.)

BATOCHE (John Leeder, 2202 Broadview Rd. NW, Calgary, Alta. T2N 3H3) Everyone read the fake PASSCHENDAELE#8, right? Well, I agree that the material in BATOCHE is rather skimpy, but the games are well run and I can only admire any English-Canadian, and applause as loud as I can, that tries to give us francophones a French-speaking zine... and such is the case for John. His French could be better (although it isn't really poor), but my English could, too.

CHEESECAKE (Andy Lischett, 3025 N Daulin St., Chicago, IL 60618, US) This is a new, warehouse zine; I find it most entertaining, and the GM has been very sensible up to date. As a matter of fact, this is the warehouse zine I prefer in the world. Lots of humour.

THE TORONTO TELEGRAM (Bill LaFossa, 2 Swift Dr., #304, Toronto, Ont. M4A 2A2) From what I've seen, TTT is a warehouse zine, but then it is the only warehouse zine (besides CHEESECAKE) I have really enjoyed. I think TTT deserves encouragement, especially since Bill seems to be goodwilled (he picked-up rather eagerly 2 orphans...), and up to date, has been a good GM. (But it's really too early to judge, now)

BROUHANA (Bob Beardsley, 17 Moryan Rd., Edison, NJ 08817, US) This, I feel, is one of the best American zines...it compares with LDNS. The GM is very personable (to take over one of Cal White's favourite expressions) and seems to run his games well. He prints a lot of material on hobby controversies/debates/news.

LIES, DECEIT, AND NEFARIOUS SCHEMES (Patricia Jones, for address, see DIPLOMACY WORLD and Jerry Jones.)

The games seem to be well-run. There are some tid bits such as a bingo game, hobby discussions (eg.: me vs. trade) and letters to the editor (not too much, though). But, what I really like about LDNS is the humour--it's the best American zine re-humour, I should think, which I feel is very refreshing in the US as there aren't very many of this brand down there...

THE BEHOLDER (John Kelley, PO Box 216, Klickitat, WA 98628, USA) Again, I can't say too much about this new zine as I've seen too few issues yet. Although the repro is the shits (but then John has already pleaded guilty)

it looks like John puts a lot of effort in his zine. Also, TB has a defining characteristic which sets it apart from all the other zines I have seen--it is D&D oriented. C'mon, D&D fans, give John some much needed support. (ie. \$\$\$ for a sub credit.)

SAINT GEORGE AND THE DRAGON (Bob Sergeant, 3242 Lupine Dr., Indianapolis, IN46224, USA) Although most of you would think this is another D&D oriented zine, it isn't. It contains only Dip. In the three issues I've seen, there has been a pretty decent how-to-play article. Robert is associated with the designing of a new ratings system to be used in DW#22.

RURITANIA (Tony Watson, 201 Minnesota St., Las Vegas, Nevada, 89107, USA) This is a SF (Science-Fiction) oriented zine, although it contains a certain number of games. It is mainly because these are Diplomacy related plugs that I can't expand much more on this, but you get the message: if you like SF, this is the zine to sub to.

BRUTUS BULLETIN: defunkt, or what?

AGAINST THE ODDS (Craig A. Reges, 1501 Higgins Hall, Western Illinois U., Macomb, IL61455, USA) I've heard that Craig has been somewhat controversial in the past (but then, what American hasn't been???), but, looking closely at his games, I don't see any anomaly. ATO is pretty regular too, or at least it's my impression. Craig must be a good chap, since he likes PASSCHENDAMLE. (hahahahahahahahahahahahahahahahahahaha)

DIPPY (Jim Benes, 417 S. Stough St., Hinsdale, IL60521, USA) DIPPY contains about 15 well-run games, but watch out! I don't think his games are ratable, as Jim doesn't use Boardman Numbers. (At least, I have seen no indication of it...) DIPPY seems to be a politics-oriented zine, as over half the zine talks about American politics. The reproduction isn't famous, although the contents are OK.

EGGNOG (Konrad Baumeister, 11416 Parkview Lane, Hales Corners, WI53130, USA) There are only 2 zines I know of for sure that talk so much about variants: RUNESTONE and EGGNOG. Another characteristic with EGGNOG is it's astounding regularity: the zine is in the mail 24 hours after the deadline, somewhat like GRAUSTARCK. The games seem to be run fairly well, but there are no game openings. The only thing I didn't really like, if my opinion has any importance, is when Konrad reprinted a letter sent to someone else by Curtis L. Gibson, without Curt's permission. Otherwise, the zine is fairly good.

OW/PD (Larry M. Fond, PO Box 11090, Oakland, CA94611, USA) This is essentially a wargames, but I think it carries Diplomacy games as well. (Actually, I'm pretty sure.) OW/PD contains Third Reich games, Conquistador, and other related wargames. It is the only reliable wargames zine (that has links with Diplomacy) that I know of in North America.

ZEPPELIN (Laurence Gillespie, 23 Allen Dr., Halifax, NS B3M 3G9). I don't feel I can honestly give this zine a favourable plug. Re-contents, it is pretty good. But I haven't seen an issue, and haven't heard of Laurence, since December 1978. Thus, I think the irregularity of the zine ruins the whole thing...frankly, I think Laurence is dropping out of the hobby, especially since two of my letters were returned with the mention "no such address", and that Laurence hasn't sent me his COA. The zine would be excellent (especially with its give-away rates) if it was regular.

NON SEQUITUR (Richard Jarvinen, no stable address for quite a while!) NS falls in pretty much the same category as ZUPPELIN. Don't get me wrong: Richard Jarvinen is one of the guys I like the most in the hobby. But I haven't seen NS since December '78. However, Richard has an excellent excuse for this--he's been moving three or four times since then and hasn't had the time to print another NS. He probably is sending flyers to the individual players (I don't know), which therefore would mean that he's reliable. I tend to like NS, too: it contains variants, wargames (such as Conquistador!) and many Diplomacy games. I'm looking forward to NS#9...but hurry!

NUTS, VORTIRGERN, CHANTECLER, and FILIBUSTER (see below) are European zines.

NUTS (Michel Liesnard, Avenue de Tervueren, 425, 1150 Bruxelles, Belgique) This is a decent French-speaking zine. It's semi-professional, but yet quite different from DIPLOMACY WORLD. (Oh yes, there's some Dutch articles in it as well...) It consists largely of wargames, and articles on wargames, though it has Diplomacy articles as well. No games are carried on this zine. If you know Dutch/French, or want to improve one of these languages, this is the zine to subscribe to, even though its rates are quite huge for non-Europeans...

VORTIRGERN (Roland Prévost, 16 rue Descombes, 76017, Paris) This zine has ultimately turned-out to be essentially a warehouse zine. It used to have articles, but now its editor doesn't have much spare time. It contains wargames and Diplomacy, as well as some hobby news. For those interested, Roland is the European Boardman Custodian.

CHANTECLER (Francis Bido, Square Salvador Allende, 12, B+200, Ougrée, Belgium) Don't be fooled--this is a bilingual zine. (French essentially, but has mucho English) This zine looks hopeful--(it's a new zine) it's pretty humorous (especially in the French parts), and carries games. However, there's one flaw--Francis intends to limit his subscriber list to 60. (And it appears that it's already near that objective) In any case, this is the European (excluding England) zine I prefer.

FILIBUSTER (Glyn Palmer, 1, Derby Rd., Hinckley, Leicestershire, Britain) Hummm...not too bad. I enjoy it...especially because of its "British Accent". (Indeed...would you expect an English zine to "speak" like any North American zine???) It consists mainly of letters to the editor (pretty entertaining at that), games and hobby news. Recommended.

Lemme see...that's quite a bit of zines here...although I'll give it another try at getting trades from the other English zines, I expect the above trade/ms list to decrease by at least 2 zines, and maybe 3.

However, I don't know where to reach the other English zines/editors. Any information would be appreciated. (Mark? John?)

Four pages (or nearly) is enough...let's leave it at that and proceed to other miscellaneous stuff.

Cangames '79

Well, wouldn't you guess it...yes, dear Yanks, we have a counterpart to your well-known national DipCons....it's the Cangames. This year, the Cangames were held in Ottawa, from May 18 to May 21.

I participated, and when I was finished, I was sort of disappointed. (You'll note that I make heavy use of "Is"--yech... amateurism.) (And besides, this column isn't likely to be very entertaining, as I'm trying to squeeze as much material as I can inside 1 page...)

Well, Cangames '79 was nothing big...300 participants at the most. There were various tournaments, mostly figurines, but lots of Russian Campaign, Machiavelli, D&D and the rest as well. I participated in none of these wargames.

Also, there were some orators (all boring) and some films. (One of which I got to see--it was very entertaining.)

But what pissed me off the most (at the beginning of the Con) was that no Diplomacy tournament was scheduled...so I had to go and see the tournaments organizer and ask him what had happened to them. "There 's noone to run them!" was the immediate answer. Well, as you can imagine, I volunteered to organize as many as the demand would support...so two games were filled.

When these two games started, I soon found out that only the players of Game I were really interested in playing...the other players seemed to be there only to have a good time--they'd always talk about other things than Diplomacy, quit, come back, be reluctant to submit orders on time, etc. As a result, this game had so many irregularities that I'd rather not talk about it at all.

The other game was pretty good, though. Everybody was very enthusiastic. The game proceeded smoothly and was completed within 3 1/2 hours. This I will talk about quite a bit in the future PASSCHENDAELEs...if the records I rec'd are complete, I'll even reprint the results and comment them.

Finally, there's another good aspect to the thing--at that Convention, I met three postal Diplomacy players--Pierre LaBrèche Jr., Dave Pengelly, and Denny Shortliffe.

All in all, I didn't have that much of a bad time at the Convention. But I still wonder if it was worth the \$10 I paid as an entrance fee...

NOW I KNOW THAT WAS A POORLY ORGANIZED COLUMN...NONE NEED TELL ME...I'M NOT THAT STUPID

Now, here's something about some PASSCHENDAELE policies--every player better pay careful attention to it.

- (1) The deadline for this month's games has been rolled back by one week. Hence, the zine will be sent one week later as well. The main reason for this is the amount of NMRs due to the confusion following the fake PASSCHENDAELE #8. Although I still can't figure out how come most players were sucked in by that fake, I can understand the players' problems...anyway, now there is no problem since there are no NMRs...because the deadline was rolled back one week. But don't expect that from me ever in the future--with my number-system, there's no way a fake will ever cause so much confusion in the future. And it's solely because of that confusion that I rolled back the deadline. The deadline for next season in all games is June 22, 1979.
- (2) Concerning telephones--from now on, I will NOT accept telephoned orders on the deadline day. The reason for this is that I type all adjudications immediately after 3:30 p.m., when I've rec'd the last Friday mail. And for two months in a row, I've been burned by a player who called two hours after I had typed-up the orders. From now on, I will no longer accept orders on a Friday. Period. Call before, that's all.

telephoned

(3) Don't you dare send anything to either: Earl, Maxville, Ont. #00 110 or 603, Stanton Residence, in the future. This month, I accepted this correspondence, because of the confusion the fake PASSCHENDAELE had engendered. But this no longer is the case--in the future, ANYTHING sent to any of the above addresses will pay a visit to my fireplace without further consideration.

SO I GUESSTHAT'S IT FOR THE MISCELLANEOUS THINGS... ONTOMORE GAMES... BEFORE I SEND THE ISSUE WITH ABOUT THREE OR FOUR TONS OF ADDITIONAL SHITTY ARTICLES. OK OK OK OK

1979AC (Fall 1901) SITUATION IN THE EAST GOES DOWN THE TUBES AS ALL POWERS EXCEPT ITALY/AUSTRIA STAB EACH OTHER!

Austria (Robert Acheson): A Boh S ITALIAN A Tyo-Mun; F Alb-Gre;
A Ser S F Alb-Gre.

England (Bruche Schneier): F Nwg-Bar; F Nth C A Edl-Nwy; A Edl-Nw?

France (Steve Berrigan): A Pic-Bel; F Mid-Spa(sc); A Spa-Por.

Germany (Roy Norton): F Den H; A Kie-Hol; A Ruh S A Kie-Hol.

Italy (Dan MacLellan): A Tyo-Mun; A Ven-Pis; F Ion-Tun.

Russia (Robert Paquin): A War-Gal; A Ukr-Rum; F Sev S A Ukr-Rum;
F Bot-Swe.

Turkey (John Lipscomb): A Arm-Sev; A Bul-Rum; F Con-Bul(sc)

First of all, sorry for barbling up the English orders--the barbled abbreviations were "Nwy". Secondly, a small note to Bruce: sorry, but your two last changes were unsigned--therefore, for my own protection, I was forced to use your original set of orders, which was the only one signed.

Finally, thanks to Ron Kelly for submitting unused Russian standby orders. The deadline for Winter 1901 is June 22, 1979.

SC Chart, 1901.

Austria: Home, Ser, Gre. (5) Build two.
England: Home, Nwy. (4) Build one.
France: Home, Spa, Por, Bel. (6) Build three!!!
Germany: Ber, Kie, Mun, Den, Hol. (4) Build one.
Italy: Home, Tun, Mun. (5) Build two.
Russia: Home, Swe. (5) Build one.
Turkey: Home, Bul. (4) Build one.

1977AB is delayed. Jan Jensen and Barry C. Richey have obviously been confused by the fake PASSCHENDAELE, while Barry and Trevor (I'm not sure about Trevor) have requested a delay. Being an over-generous GM (shuckle), I'm granting the delay. I will send a copy of the last season to at least Jan and Barry to make sure they don't stay confused. The new deadline is June 22, 1979.

Actually, this isn't too bad. The fake PASSCHENDAELE#8 only succeeded in provoking the delay of one game out of eleven...

The All-GM Game. As said in PASSCHENDAELE#9, the first deadline is the next deadline. However, the next deadline in question is June 22, 1979 instead of June 15, 1979. Also, this game will be sent to all players in separate carbon-copy flyers, as suggested by Mark L. Berch. Then, at the end of each year, the entire results will be printed in PASSCHENDAELE along with comments. 1901 will be commented by Mark L. Berch. I'm looking forward to this first demo game.

The Foreknowledge Games and the Scotch Chess Games: there's quite a few things to settle here, ^{and} which will be done privately.

Russian Campaign: this game has stalled pretty much, for the main reason that both Robert and I have been overloaded with so much work lately that it has prevented us (and especially me) from doing ANYTHING.

And now, the press announcements: hem hem...sorry there, guys, for forgetting to print the press announcements along with your respective games...well, here they are:

1978Q

Paris-London: You should concentrate more on your game and less on your prose.

1978R: no press.

1978S:

Rome-Ankara: You should be eliminated by 1905.

Rome-Vienna: I take great pleasure in beating you, Curtis.

HIGH COMMAND: He's not too verbose, ain't he?

Wien: Turkey wants t treacherous Czar eliminated, & Austria agrees he's a major problem, & so some reductn of his southern, least deserved, domain is in order.

Berlin-Vienna: Withdraw from Silesia forthwith if you wish to avoid Anschluss.

Constantinople-Rome: Clod, can't you see my capital is in Con, not Ank?

Constantinople-London: We offer you aid in a common cause.

HIGH COMMAND: hum...I'm not sure these two last bits of press belonged to 1978S, but that's what's written.

1977AB: No press.

1979AC: No press.

Oh yes, concerning the All-GM game. I have orders on file from Brian Johnston...

FTF vs. POSTAL

In my entire ~~FTF~~ Diplomacy career, I have played in about 6 postal games, 27 ftf games, and GMed well over 10. All in all, when I compare the two modes of play (ie. ftf and postal), I tend to prefer postal by far to ftf. There are many reasons for this.

The main reason why I tend to dislike ftf vis-à-vis postal is that, starting from the end of the mid-game, the surviving players become annoying. This is not representative of all ftf games, probably, but it's part of my experience as a ftf player. One example of annoyance by the other players is that there'll be 2 or 3 players who'll want to quit, and will try to convince the other players to quit playing so that everyone can share in a draw--this obviously is to the disadvantage of the leader, who can always veto such a decision, but there are always social pressures which will make him feel uncomfortable if he does. (For instance, the other players will make him feel like a "sore-winner", or something ridiculously similar.) Another thing that will tend to happen, in my ~~FTF~~ experience, is that the losing players will come with some ridiculous pretensions, such as: "Well, x and y combine their centers, which gives them more than 18 centers, so they share in a draw no matter what everyone else says..." This, I found is particularly annoying--you may have 15 centers, while x has 8, and y, 11. Obviously, they don't have any right to do what they claim, (especially if x or y is at your total mercy) but yet, they'll be ready to argue for hours, which IS annoying. Another example of this is when the owner of the game starts losing--well, you probably guessed

what happens. First, the game is over, and the referee
confiscates the game, which is annoying.

I will admit that something similar sometimes happens in this
hobby--for instance, when a line folds and all the games become stale.
But that's rather rare...while that in my experience as a ftf player,
more than 50% of the games have not ended smoothly.

But there's not only that reason. There's a basic difference
between ftf and postal, which makes me prefer postal Diplomacy. In ftf
Diplomacy, the players tend to panic...as soon as a power gains a 2-centers
lead, all other powers panic and gang-up on him. That's at least my
experience in more than 60% of the ftf games I've played. In postal
Diplomacy, such panics are not as likely to occur. An ally will stab
or not stab you depending on HIS interest and not just because you've
got a 1 or 2 centers lead over any other power...

Practically these are the main reasons why I tend to prefer postal
play. Oh yes, there's a third main reason--at least as far as I'm concarned,
all (but one) of the ftf games I've played were always with
the same group of local folks. So what happens is that, once you've won
the game, you're pretty sure to lose the next couple of games, as everyone
will gang-up on you right at the beginning. This doesn't happen very
often in postal play--that's probably because of the much larger sample
of players. It's usually rare enough that you play two games with
the same six persons as opponents...

Read: I never said I hated ftf. I just said I prefer postal
Diplomacy, for the above reasons. These reasons are valid as far as
my experience as a ftf player is concerned...it may not be true for
a city such as San Francisco, where there are thousands of ftf
players (er...maybe a bit less...), so you can always find different
opponents from game to game. But such is not the case for a place
like Maxville, where we're lucky when we find 7 players for the whole
village! (numbering about 2,000 persons) Such is not the case for
Ottawa either, where I know only 5-7 postal players...that are willing
to play ftf.

TIME TO EXAMINE YOUR COMMENTS ON THIS SHORT ARTICLE ON FTF AND POSTAL DIPLOMACY...YOU
EXPERIENCE MEASURABLE DIFFERENCES FROM MINN, AND THEN I'M SURE THE READERS WON'T
BE INTERESTED IN HEARING THE MORE THAN ONE POINT OF VIEW...I'LL PAY \$1.00/PAGE!!!

IMPORTANT MISCELLANIES... (Players, pay attention!)

Passchendaele standby list--Frank Halka, John Lipscomb (1976A),
Robert Acheson', Tony Watson, Barry C. Sichey, Walter M. Halka,
Steve Colombo, John Kelley, Blair Cusack, Jan Jensen, and
Brian Johnston. (If your name is followed by a Boardman number,
it means that you have been asked to submit standby orders for
that game; if your name is followed by a ', it means that you
already have replaced a player and that you won't be used until
the list has been used twice...) Oh yes, I forgot, after
Robert Acheson, Ron Killeen', Ron Kelly...

Passchendaele demo game standby list--Randolph Smyth, John Kelley,
Richard Jarvinen, and Blair Cusack...

As usual, there is nothing to put at the bottom of the page, which
means I have to fill it up with a filler, which pisses me off no end
as I have so much material to put into this issue, and that by now I
know the issue will go over 2 ounces, because I have so much stuff to put in.

FLASH! PLAYERS, READ THIS:

At present, there are ten regular postal Diplomacy games in PASSCHENDAELE/Antwerp. I don't intend to let the games crowd out some of my much-preferred materials...hence, the following policy: I will let the games crowd out to a limited extent some stuff, such as chess and the wargames and the Foreknowledge Variants. At the same time, I will take measures to limit the expansion of games in this zine.

A first such measure is nothing original: increases in gamefees. Right now, there are 4 Diplomacy game openings in PASSCHENDAELE--the "Winter 1900 Variant", the "No-standbys Game", Eylau, and Friedland. All these will still have a mere \$1.50 gamefee. When they fill-up, in theory, I should have about 14 games going in this zine. (In practice, I don't think that the two first ones will ever fill-up, so this brings down the figure to 12.)

Also, I am ~~harshly~~ creating ANOTHER game-opening: an invitational game, consisting of reputed Diplomacy players, only. To be eligible, you must have at least 4 Diplomacy game-wins to your credit. (They can be ANY games, not only games ^{in PASSCHENDAELE}! You must mention the four game-wins in question when you request registration--I'll look it up, and then decide on whether or not to accept your request depending on the truth of your information.) There again, the gamefee will be: \$1.50.

Here comes the increases, though. After Eylau and Friedland have filled-up (they're postal regular-Diplomacy openings), I will create another game-opening, Gaugameles. But the gamefee will have increased by 30%, to \$2.00. After Gaugameles fills-up, Hohenlinden will be opened. (gamefee jacked-up again, to \$2.50) After Hohenlinden, it will be Iojima. (gamefee: \$3.00) This will bring-up my number of games to something around 15--however, I expect either 1976A or 1976CX or probably both to be completed. (So I should have about 13 games in PASSCHENDAELE/Antwerp by then...) Then, I don't really know what will happen--if I have succeeded in working out a computer program, that will efficiently adjudicate all games, and faster, the gamefee for the other games, ie: Jena, Krondstadt, and Leutzen will remain frozen at \$3.00. If not, I will think of a system limiting the entrance of players into the games (much in Doug Hayward's style) while jacking up the gamefee to \$3.50, \$4.00 and \$5.00 respectively. I don't think I'll have to come to this extreme before at least a year, and maybe never at all, though.

You might be interested in knowing the reasons for this--well, I already said I wanted to limit space. Another variable is time, but it may not count at all depending on what the computer can do. But, also, I don't know what I may be doing in two years from now--then, I should have a job... (and a University degree) or maybe not. In any case, I want to avoid having to fold the zine (because there would be too many games to handle) whenever I would suddenly see my spare time reduced by 50-75%...so, with this system, I'll be sure the whole thing will be stabilized and will be an additional guarantee/protection against a fold. It is as much in your interest as in mine; and I don't think I'll fold this zine in ten years (if I go on being as crazy about publishing as I've been in the past), but I'm making doubly sure.

Just one advice--if you planned to join a game here, and care about ~~it~~, do it now--as you can see, the gamefee rates will be going up in the future...

While still talking about the games, I have decided to make a minor change re-PASSCHENDAELE/Antwerp. From now on, 1973Q will be in Antwerp, while 1977AT will be in PASSCHENDAELE. This will permit me to save about \$0.50/month (by not having to send Antwerp to so many players)--I know this isn't really very much (about \$6.00/year) but I'd rather see this money in my pockets than just foolishly throw it out the window...

THAT 'S ALL FOR THE GAMES 'DISCUSSION AND I HOPE NOBODY MISUNDERSTOOD ANY OF MY COMMENTS

Ms. vs. Trades

or

("Oh no! Not again!")

Lots of things have been said about this, especially in other zines (in this zine, most declarations were mere repetitions plus financial calculations), since Mark L. Berch discussed them in his superb DIPLOMACY DIGEST. This probably shows Mark is now a pretty well-established publisher, since his comments found echoes throughout the whole hobby...but this is besides the point.

In this "article", I intend to make my positions clearer, expand them, and finalize them. Let's hope this'll be the last one in this zine, as the topic must be getting pretty boring for you readers.

Ms is a sensible alternative to trades--it can work just as easily. This doesn't necessarily mean that trades are BAD, though. Mark was 100% correct when he stated this clearly.

However, Mark did imply that, in many cases, the subscribers were footing the bill for the traders, and cited hypothetical examples to prove his point. That is where I disagreed, perhaps gauchely at times. And now that my financial calculations are made, I think I can prove that this isn't the case, at least for PASSCHENDAELE.

It was said earlier that, for each pure subscriber, I lost about 2¢/issue; for each player, I lost 8¢/issue; for each Antwerp player, I lost 31¢/issue.

Therefore, clearly, since every subscriber was paying less than the issue's PRODUCTION COSTS, he couldn't possibly have footed the bill for the traders! If there was someone footing the bill for a trader here, it was bound to be me!

Also, I'd like to add that PASSCHENDAELE is not a model, however. Most publishers either break-even or have a surplus. My only point is that, at least in PASSCHENDAELE, the subscriber doesn't foot the bill for any trader.

In addition, we should keep in mind that trades aren't only a matter of \$. There are other variables to consider--for instance, the frequency and length of the zine you trade with. (As an aside, Mark already pointed that out in DD, to support his argument.) You may trade with a tri-weekly ten-pager (assuming your zine is a monthly eleven-pager) selling for \$0.35/issue (while yours is selling at \$0.40/issue) and think you're losing money in the trade. Not so. The difference in frequency probably makes-up for the difference in rates.

Another important variable is the trader's attitudes towards ms/trade. If Mr. S dislikes ms and accepts only trades, and assuming you like his zine, then you have only two alternatives--sub, or trade. In such cases, I prefer trading (eg.: it will give my zine a wider circulation, and thus, a larger publicity.); others, such as Mark, prefer subbing. That is their strictest privilege.

As a conclusion, I don't object to us at all, even though I have twice as many trades as us. But it won't be a policy in this zine to refuse either us or trades. I'll decide what to do with each zine, on an individual basis, depending on whatever is more convenient. Both ways work almost equally well, and neither way my subbers don't foot the bill.

As an aftermath, I feel slightly uncomfortable that some colleagues (the editors) got slightly emotional about the whole issue. At least, the editor distorted the truth by imputing Mark with things he never said. At least one editor violently broke ties with DIPLOMACY WORLD mainly because of Mark's position on us/trades. The above statement might arise anger with the editors in question, as they know who they are, but I hope not. (If I wanted to start a feud, I'd name them.) All I'm saying is that such a relatively minor debate was just not worth feuding...

AND NOW, A LITTLE BIT MORE ON THE GAMES AND THEIR OPENINGS OK?.....

- open players' list:
- (a) James Clarke, Robert Paquin, Robert Acheson, and Barry C. Hickey.
 - (b) undecided: Craig A. Reges, Raymond Couture, Robert I. Francis, Thom Burnett. If no one sends in \$5/answer by June 22, 1979, they'll be removed from the tentatives list.
 - (c) If the "Winter 1900 Variant" or the "No Standbys Game" don't fill-up by July 20, 1979, John Kelley and John Lipscomb will be transferred to Hyles or Friedland, depending on whether or not Hyles has filled-up.

Friedland players' list: Robert Acheson, Robert Paquin,

CDC/IDA-NA: A page of information will be printed in THE NATIONAL concerning CDC and its working. (Hopefully, with some collaboration from John Leeder or Randolph Smyth, although I can do it myself...)

The problem is with IDA/NA, though. I hear there are elections--who's running? Also, if one subscribes/trades with DIPLOMACY WORLD, is he an automatic IDANA member or not? Finally, I would appreciate it if an IDANA officer would send me a page describing the IDANA in some detail. (Cal White? Craig A. Reges? Jerry Jones? Bob Hartwig? Bob Sergeant?)

I would really appreciate it if I got an answer ASAP, before June 22, 1979 preferably...

PUBLISHING

I'm not really an authority on publishing--eighteen months is not an awful lot, as compared to Randolph Smyth's 4+ years, John Leeder's 7+ years, and John Boardman's 10 years. It is possible, however, to give you info on how PASSCHENDAELE is printed, and to give you some pieces of common sense advice...

Most articles in PASSCHENDAELE are now written one day prior to printing, on the average. Since, between then and printing, I have time to think about them and make modifications, it theoretically gives enough time for improvements here and there. However, I usually think about what to write about one week prior to writing, which leaves additional time for bettering the stuff etc.

Articles, however, as you may well have already noticed, aren't HANDBOOKS's unique feature. There are the headlines, the games, and the introduction. The introduction to an issue is ALWAYS prepared 30 days in advance, because it is 100% sure that nothing will change between then and the deadline. The headlines usually are prepared progressively during the month, as news come in. However, the games are ALWAYS adjudicated on the deadline day, after the last postal delivery, as I don't like to have to re-do them should someone send in a change of orders on the deadline day...which invariably happens for one game or another.

Then, after the adjudications have been done, I reproduce, staple, collate, address and mail everything at once. This always means I can't go to bed that night. ~~which winds off by 11:00 PM and, as it takes me approximately 14 hours to do the adjudications etc., and that the last mail delivery occurs at 11:00 PM, I can easily pack it all just hit the sack at 1:00 PM, the day after, which allows me to sleep at 11:00 PM and go to bed at 11:00 PM.~~

And yes, I'm sure you'll find my life very busy, but I'm sure you'll find it around here.

As for some advice on publishing, my personal philosophy is that there's no standard way of doing things. Just the end result really counts. There are some helpful hints, though, which a person say at his will accept or reject--it's entirely his business.

Theoretically, you don't need ANY Dip experience to start publishing a zine. An example of this that pops into my mind is Bill White, who only had four months of playing experience before he started publishing JANUS with John Cross. And I assure you, he did a fine job for two years. Then, JANUS folded, and he took over the DIPLOMACY games into his new, decent zine, EGB. Despite all controversies, I think he did a fair job with his zine...but that's only my personal opinion, and you're free to think otherwise.

On the other hand, in practice, you need some playing experience before starting a Diplomacy zine--you must like Diplomacy to talk about it! Thus, it is (generally speaking) a good idea to have at least one year of experience as a player before you start printing your own zine.

One thing that really is liberal to help you is to write articles for about one year in a given zine (although there are advantages in writing in many zines at once) prior to starting publishing--this has two advantages. If you start writing in a zine, you'll know your zine, it's good to be writing articles for a zine, and it's good to be writing articles for a zine. More important, these articles will be the most publicity you can get, if they're good, that is. People will remember your name and will then sub to your zine. The articles you write need not be Diplomacy related--they're often much more efficient if they're humorous.

Another thing: before you start publishing, be sure you have at least 24 hours spare time around every deadline. This is a strict, over-optimistic, minimum for printing a zine regularly.

Also, be certain you're safe financially before starting a zine--\$300 is a good emergency fund to have. Read: you don't need to have the money before starting a zine--you may rely on your parents, your wife, friends, another publisher for the money, or whatever. Or, if you have collaterals and are really "hot" about publishing now, the bank on the other side of the street will always be there. But be sure your source of funds is reliable. If you're not sure of this, then have

the money or don't start publishing at all. Similarly, be sure of your supplies--if you don't have a duplicator or supply yourself town rely on more than one alternative. It is not infrequent that a zone folds just because the school facilities were shut down during the summer or just as a new school policy. When I started publishing, I had all the following alternatives:

started publishing in September 1978. By December 1978, [redacted] and [redacted] were [redacted]

What you print is your business. As long as the market is there to support your ideas. You say want to print a warehouse zine; you may prefer to print either a genuine or gueszine. All these literatures are by definition "pulp."

feel that. While in the publishing/doing business, it is a good thing to have good sense and impartiality. For instance, don't print anything without the author's written permission--doing otherwise (i.e., printing misquoting or confidential stuff) is the best example of poor taste. And while doing editorializations, be consistently impartial--for instance, if you don't accept unsigned orders from one guy, well, don't accept those of the guy living next door.

THE PHYSICIAN OF THE LONG BEACH LONG BEACH POLICE DEPARTMENT HAS ADVISED THAT...
 DR. SANTIAGO GARCIA, M.D., 11111 1/2 STREET, LONG BEACH, CALIFORNIA 90804...
 HAS ADVISED THAT HE HAS NO RECORD OF ANYONE WITH THE NAME OF...
 ...

tumbings and groans on the public's tastes, on some
events in the hobby, and on some differences from one
zine to another.

Still today, we can see the influences of these various invasions, not by looking at the general tastes of the public. How do we "look" at these tastes? Well, that's easy enough--you just pick up all the present Diplomatic wines, and look at their contents. These contents have to reflect the readers' tastes, at least theoretically, or there wouldn't be readers...

Another important taste is the variety. I'd even say that taste is at least as important, if not more (possibly wise, than the wargames in this hobby. After all, HUMESMAN, NON SEQUITUR, CAMELEON A BINOCULAIRES, LA CITADELLE, PASSCHENDAVLE, POL ST FLM, CHANTECLAIR, MORTUERGARN etc all talk to some extent of small, single scenarios, explaining it two times and two less ones...

But, all these remain secondary tastes, at least in our hobby. Diplomacy is more crushingly predominant than ever. Maybe you'd like to know, as a new/future pubber, what the more specific, Diplomacy-related tastes are: (oa yes, orno) I forgot certain general tastes: D&D - but I only know of one line. THE BARBERS, don't mention it in our hobby...

...effectively? No, I don't mean vulgar. By this, I only mean "devoted", and even that word is sometimes negative. Briefly, what I mean by this is "personal touch"...there are lotsa zines having lotsa such "personal touch", where the author is concerned as speaking to an audience. And I'm not saying anyone speaking like this are bad. And yes, I try to make friends with this philosophy in mind. Another zine that pops into my mind is EGB, which has very popular in no time (although we must consider the editor was already well known when he started it.) because of this personal touch.

Q If that wasn't so, why do you think DIPLOMACY MONTH had over 500 subscribers long vs. short zines, then? A I don't know. The number of short zines seems to be predominant in the US, while the number of long zines is head and shoulders above competition in Canada. On the other hand, the largest zine in the US, Ex also has the largest sub list... and there are millions of other characteristics that make one zine different from the others. The main point here is directed at the

all new (although I'm rather new myself) and potential subscribers of your zine according to what you like; in all likelihood, there will always be over 20 subscribers ready to like your zine--which I think

Well, that covers pretty much all the tastes in the subject and somewhere, there's a zine reflecting at least one person's taste; should it be a genuine, a warehouse zine, or whatever.

PRODUCING A ZINE.

This covers two aspects: the repro methods, and the team producing the zine.

Starting with the latter aspect, let me say that there are many methods of producing a zine. Today, the most "popular" mode is "one-man-teams" such as PACIFICANDALIA (what? You really expected me not to mention it??). FOI OF PIA, RUNASTONE and numerous other zines.

However, there are sensible alternatives to "one-man-teams". There has been numerous zines in the past and still today that are produced by teams. Some good examples are PACIFICANDALIA, FOI OF PIA, and OCEANOGRAPHY, and I'm sure there are lots in the US. Today, America involves some form of collaboration between David Lead and Doug Hayden; more obvious is the new French speaking zine which I have mentioned and I am going to produce together.

Teams teams consist of husband/wife, father/son or brother/sister teams, but not always. OCEANOGRAPHY is the best example I can think of--four Dip-players simply decided to join their efforts together to produce a zine.

And finally, there's the itinerant trend described earlier. Most are sensible solutions, and I'm only mentioning this to give ideas to any potential publisher there might be in the crowd.

Why are "more-than-one-man-teams" sensible? Well, first of all, the costs per capita are obviously lower--if four persons share a \$200 duplication, the cost per capita will be \$50. This is a great advantage over one-man zines, where the editor will have to support the whole \$200. Another advantage is the share of work/labour--instead of spending over 20 hours to produce one issue, as is the case for many one-man zines, each one of every four editors will only have to spend something like 5 hours, which is a difference. Another advantage is the pool of ideas--I say a zine is better if it has Dip-related articles. That's only a philosophy, but nobody will shut me up on it. I think this philosophy is just as good as anyone's else. (Really? It's not? Well, warehouse zines are MAD--I'm just saying that I, as an individual, prefer genuine.) Now, assuming that you have 4 co-editors, the likelihood of having articles is multiplied by 4. According to me, this is another advantage. Finally, another VERY important advantage is that it gives a zine more reliability. In one-man zines, if the editor quits, everything goes down the tubes. Not so for the 2-1/4 co-editors-zines: if one guy quits, the other three are still there to continue the work, and look for another partner if they wish.

I don't really intend to discuss the repro methods... except to say that there are three main methods: mimeo, offset, and ditto.

My own philosophy is that the repro method you use should go with your zine. For instance, if you have a "personal touch" zine, then by all means use ditto, which is more associated to informality than any other method.

I'm not too familiar with the other two methods, but I do know that they're much more associated to professionalism than the first one. I think that offset is done much on the same principle than photocopies, while that mineo uses professional presses, which gives an even more professional size. (eg DIPLOMACY WORLD)

Coupled with this is the photo reduction methods that some firms use. Take a look at DIPLOMACY DIGEST. The seemingly advantage of this is that it saves space (ie etc) while still retaining a professional character.

Personally, I prefer ditto sizes, as I firmly believe that the hobby is a hobby for amateurs and not for professionals... but this is only a matter of personal preferences, and I don't mind at all other sizes. But I would NEVER reproduce PASSPORTS by any other means than ditto, because I have a duplicator and I don't want to throw it away... (what a silly reason, eh? All it costs is \$200, and I'd rather use this \$200 towards a lifetime sub to DGI rather than throw it down the tubes!)

REPRODUCED BY THE DIPLOMACY WORLD, 100-100000-100000, May 14, 1964

Here's another sketchy, skimp, or whatever you like extra article-

LIBERALISM AND CONSERVATISM

First of all, note that the terms "liberalism" and "conservatism" are pretty broad terms, and are actually pretty hard to define, especially when applied to our hobby.

Generally, "conservatism" is a term that can be used to define "autocracy", "the GI gave the game attitude", "the editor gave the game attitude", "the GI they don't like it, they can always leave attitude", and the principle of "GI rigidity" also. The late "editor" would believe it or not, there has been "conservatism" especially in the US. (No offense, guys, but I've never heard of such things here in Canada, or in Britain, or in Europe... in the same word, the line between "liberals" and "conservatives" in the US is well known.)

On the other hand, a "liberal" tends to be associated with "openness", "the players own the game attitude", "the editor has a word in the game affairs attitude", and the "fairness and co-operation" attitude. Most WIS/editors tend to be more "liberal" nowadays.

However, these are over-generalized terms. For instance, a "liberal" can be considered as "conservative" and only be "liberal" in some of his other characteristics or "I" apply to him.

Hence, John F. Kennedy can be considered a "conservative" since he apparently always refused to reveal the CIA members' list for electoral purposes; also, a certain "Sunday Patrick" can also be considered a "conservative" since it is pretty certain he was very partial and had "the GI they don't like it, they can always leave attitude". However, a certain Ben LaFofka was in favour of GI inflexibility towards L. LaFofka etc. which does make him a "conservative" but still, he doesn't have the other characteristics.

Now, since everything has been defined (??), here we come to the main thrust of this article. First of all, I am NOT saying that one or the other is good/bad. However, "conservatism" is directly and unequivocally (I don't think this is a word, actually) opposite to my own philosophy of Diplomacy. As a result, I will not tend to sub/trade/play in a size where the GI is "conservative".

My reasons are fairly simple-I just don't think that a "

should act repressively towards his subscribers/players. If a player telephones 5 minutes after the deadline time, for instance, and that the GM hasn't done the adjudications, I think it to be of rather poor ethics not to accept the orders, as it's no skin off the GM's teeth. I realize that this acceptance might develop into sour grapes (for instance, just after the phone, the GM might do his adjudications, and then receive another phone call from another player wanting to place his orders--then, the GM will usually refuse the orders. This I consider to be fair, as every player who sends or telephones orders is then taking his chances, without having any player more favoured than the other. But I agree that there are arguments against my position...and the example I chose was just no-good at all, damn it!!

An even better example is when the GM has "if-they-don't-like-it-they-can-lump-it" attitude...and an excellent present example is Elmer Buffalo Inc. (eh he) Now you know why I started writing on Liberalism vs. Conservatism...it's to attack FBI...players. I classify FBI among the "conservatives", and will never enter one of their tournaments. Two months ago, a tournament I paid \$300/turn was run by a tournament operator by FBI. Then, that organization decided to raise all turn-fees by another dollar--they clearly had the attitude mentioned above...they said, in so many words: "Those who don't like it can always dropout." Frankly, I don't think this is fair as many players already had invested a considerable amount of \$\$\$ in the games they were in--if they resigned, it just meant wasting that sum. In response to all protests, FBI raised the turn-fees by another dollar last month...oooooh...this doesn't strike me as fair.

Similar there has been GMs who disregarded comments and just did their thing with that attitude in mind...it doesn't strike me as fair at all. That is why I would never enter a game if I knew the GM was a "conservative". I firmly believe that the players, who pay most of the costs, should have some value in the GM's eyes...and I don't think any of you disagree.

SEE ALL ARTICLES AND KNOWLEDGE AND DOWNBROTHERHALLTIL ONLY ONE MORE TO GO...

DO YOUR BEST

Generally speaking, when one enters a game, it is to win. Of course the first thing to say is: "try as hard as you can to win". But what if, at some point in the game, you can no longer win...?

Well, if this happens, one thing NOT to do is to have a neurosis. Obviously, if all hopes for a win have vanished, the player should orient his efforts towards a new goal: the draw. If you can't beat 'em, join 'em. Contrary to many opinions, there is nothing wrong with a draw if you can't do any better...

Then, if you see you can't get a draw, then I think it is a good idea to have an "I'll take second or third" attitude. This often implies you will have to puppet for another player.

It is very sensible to puppet to achieve a certain goal if you can't attain it by yourself. For instance, take the example where you're been reduced to four centers, and that the three other powers have 9 centers each. You're in such a tactical position that you are about to be defeated totally by any one of them...

Then, it is very sensible to offer to puppet...in such cases puppethood has a LOT of advantages. Primarily, it will most often permit you to SURVIVE. Secondly, if the dominant power accepts your conditions, (eg. You'll get me to second place before grabbing your 18th center, and in return I'll do everything I can to help you grab that 18th center, and the centers before that.) you've improved your chances of getting a much better standing in the game. (What could a 1-center power do to get to second place when all the other powers have 9 centers? Usually, not very much.)

However, you must be careful as to when, and which power, you'll offer to puppet. The first factor is that your offer MUST be sincere, and that it be BELIEVABLE. Here's a ridiculous example where a puppethood offer would just seem UNCREDIBLE: 17-center Russia offers 1-center Italy to puppet for her in return for 2nd place. (Yes, you got the picture. You can't offer to puppet when you have the upper hand. You MUST always offer to puppet for a greater power.)

The second factor is that you must evaluate everyone's intentions before offering to puppet. For instance, if Germany and England gang up on France, and that France offers to puppet for Germany, the effect of the puppethood proposal will be greatly diminished. England may accept the puppethood proposal, and then betray France. After all, both England and Germany were after France for centuries; and, at such a stage, it is not likely that they'll REALLY accept a puppethood proposal then--they'll more likely grab a couple of centers before finally accepting the puppethood.

Another factor is that you must be prepared to be subjugated if you accept to become a puppet. No power, whenever competent, will ever accept to lose control over her puppet--if she can't keep control, she'll more likely stab to re-establish control. So be prepared, whenever you offer to puppet, to be at the mercy of your protector within one gameyear in most cases. This isn't really a disadvantage if you plan to keep your end of the bargain--it's only a problem when you betray and suffer the retaliation. Also, the dominant power will be able to crush you at her whim--but this isn't really a disadvantage--when you offer to puppet, by definition, it's because you're too weak to do well by yourself. The dominant power is usually your only chance of survival--so, if the dominant power states for no reason, you lost nothing.

Don't be afraid to accept puppet proposals when you're going down the tubes--it's your last chance, even if the proposal comes from your aggressor. In any case, I don't see any percentage whatsoever in stabbing a puppet (obedient, that is) because his units are in practice, mine. So, accepting a puppet proposal from your original aggressor, when you're "finished" anyway, has nothing but advantages.

On the other hand, when you're the dominant power, don't be afraid to make puppet proposals. (By this I mean proposing victims to become your puppets.) This will always enhance your chances at a win. After all, a small puppet will usually be basically helpful in that he often holds key positions that you will occupy thanks to him. Also, the puppets' units are additional, bonus units, really, since, in theory, they'll do whatever you ask them to. The only problem is to keep them well under your grip.

This is fairly easy when you have the units. For instance, take a 13 centers/units Turkey as a protector of a 4 units Italy. All you have to do to keep Italy under your control is occupy a few key positions, such as Naples, and lock-up solidly your own borders to prevent an Italian stab. The next logical step is to send a couple more fleets in the Ionian and the Tyrrhenian. Note that these units will also be very useful in supporting Italy toward

the end, which is making the end of the world.

I guess a basic thing to do prior to making a puppethood proposal is to gain a reputation of reasonability in the early stages of the game, and this works both ways. If the dominant power has the reputation of a backstabber, no country will ever want to support for it. On the other hand, if you miss moves one season per year, the desire of others will MUCH prefer to conquer you and get rid of you rather than constantly have to worry about an unreliable puppet. In matters like this, its potential advantages are

MAIL, THAT SHALL FORBESCHENDESLARIO, IROPLXJUALIDKESSE, TABACTA, LIMA 11
BRANCHES

I recommend that you confine yourselves to reading the game results first, and then read the headlines, and then put the issue in the drawer, and then read the ... by ...

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